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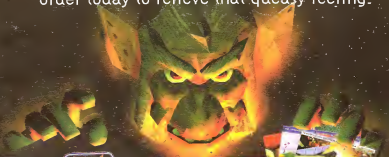
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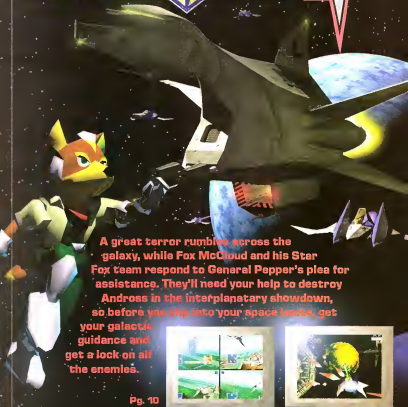
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STARFOX 64



A great terror rumbles across the galaxy, while Fox McCloud and his Star Fox team respond to General Pepper's plea for assistance. They'll need your help to destroy Andross in the interplanetary showdown, so before you slip into your space boots, get your galactic guidance and get a lock on all the enemies.



DARK RIFT

Do you have what it takes to defeat the best warriors in the universe and win the Master Key? We will after you check out the cool weapons, tips and strategies in our eight-page review of Vic Tokai's *Dark Rift* for the M4.



Pg. 20

ISS 64

The final episode's going to blow in thirty seconds. The team's tied up, and your exhausted team consists of out with a corner back. Dig your heels into our six pages of coaching, and you'll struggle your way to soccer stardom and beat ISS 64's red-gone scenarios.



Pg. 28

E3 PREVIEW

It's time to take a closer look at the upcoming show from Sega (to name a few) at Atlanta and the upcoming crop of N64 games. You won't want to miss the exclusive screen shots of two top-secret games from Rare that will redefine the standard for video game graphics. Before the rest of the world has even heard the news, you'll have 12 pages of in-depth information, courtesy of Power.

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PLAYER'S PULSE

Our 100th issue is peering around the corner, so dig up your best issues and tell us about your favorite Nintendo Power memories. Drop us a line and get nostalgic, or just send us your greetings and artwork wishing us the best for our 100th anniversary!



Doom Redux

Whoa, wait just one second! Doom 64 running circles around the PC? Is this correct? Even though Doom and Doom 2 were released a long time ago, they are still better than the N64 version. Why, you ask? Two words: multi-player support. Sure, it's fun to hack-up buddies with a chain saw, but it's more fun to hack up your friends. Also there are millions of patches for the PC, and you can make your OWN levels. How cool is that? The only thing Doom 64 has over the PC is load time.

Dan Payne

Via the Internet

Andy Woodruff • *Belleville, Ontario*



NP Awards

I would like to share my feelings about Best Sports Game for the Nintendo Power Awards. I think that NBA Hang Time should have taken first. Wave Race 64 might have better graphics, but NBA Hang Time is much more of an exciting game. The whole picture shakes when you're on fire, and the monster dunks improved since NBA Jam. You can create your own player using faces from human, clown, or fly heads. The codes for NBA are way better—you can play on a city roof, use a multi-colored ball, or have a Mortal Kombat fighter as your team! You can change Dennis Rodman's hair color. No offense to Wave Race 64, but I think NBA Hang Time should have brought home the trophy!

John Bonini
Wallingford, CT

The N64 isn't even a year old, yet you guys give it all the Nintendo Power Awards (except for the Best Super NES and Best Game Boy Game awards). Okay, Super Mario RPG walked away with Funniest Game, but really, you guys are advertising a bit too much aren't you? However many awards Super Mario 64 got are unbelievable. Especially



Jonas Pyle • Rosemead, Missouri

Best Ending—everyone around my house hates the ending! It seems to me you're telling your readers, "Go get an N64 really quick, so you can get the games that won these awards!"

Thomas A. James
Yorktown, VA

We're not telling anyone that—our readers are! Our readers were the ones who got to vote for the winners of the NP Awards, not us. However, it's not bad advice to tell readers to, "Go get an N64 really quick, so you can get the games that won these awards!"

Pre-polygon

In response to Roy Davis's letter in Volume 94: If people start to think the graphics of the N64 are polygonal, they haven't seen the PlayStation in a while. In my opinion, Mario is extremely well-rendered (although his fingers could use some work). Then there's the Star Fox 64

team. Sure, they look polygonal, but they look good polygonal! I don't think that the way a character looks should ruin the plot or fun of a game.

Brendan Hopper
Via the Internet



Andy Gale • Danbury, South Carolina

Who's that Monkey?

I was playing The Legend of Zelda: A Link to the Past a few days ago and noticed that in order to get to the Dark Palace, one needs the help of a monkey named Kiki. In Super Mario 64, the monkey who steals your cap and gives you a star is also named Kiki! Is this the same monkey?

Eduardo Carrelinos

Via the Internet

While Kiki also shows up in The Legend of Zelda: Link's Awakening, the helpful simian doesn't manage to swing into Super Mario 64. Kikiki, an altogether differ-

ent monkey, is the one who has a penchant for stealing Mario's cap. Apparently, in the ape world, similar-sounding names are popular, like say, Dale, Dicky and Kiddy.

Stop Your Fuss!

I'm tired of hearing people whine to you guys saying, "Put this in your magazine" or "Take that out!" This is Nintendo's magazine, so let them do what they want. It's not their fault that most third-party developers are now sticking to the N64. If they ignore that fact, they will fail the race to be the best game system.

Nick Saucedo
Yuma, AZ

Dandier than Candy

To all those who did not change the system, there is something wrong with you. The N64 is better than a speeding PC, stronger than... that other company... able to hook any gamer in a single try. Become one with the new generation of power players. Come. See. Purchase. Play. I personally guarantee your satisfaction that no candy bar can give you.

Twiggy Richardson
Sacramento, CA

Better yet, unlike candy bars, the N64 satisfies you without the threat of the over-mysterious "noisat."

Jared Regier • Baltimore, Maryland



Artwork by • Phoenix, California

100 Suggestions

- Here are my top ten ideas for your 100th issue:
1. Show covers of issues 1 through 100
 2. A Nintendo Power timeline
 3. A comic book with Mario, Zelda, or Donkey Kong
 4. The return of R.O.B.!!!
 5. N64 Controller stickers
 6. One more Nester cartoon
 7. An article on landmark Nintendo games
 8. The cover??? PENGUINS!
 9. Nintendo character "ball of fame" trading cards
 10. More top ten lists

T.J. Sanborn
West Berlin, NJ

A. Sipeck • Auburn, Indiana

For the 100th issue, you should review the history of Nintendo. Have a timeline showing when Nintendo was first created all the way up to this date. Have some screen shots of the old Mario on the NES, then the Super NES, then the N64. You could throw in some Zelda screen shots, too.

Towrey Hraboski
Via the Internet

I think Luigi should be on the cover of the 100th issue, since he has been ignored ever since his greedy brother (not Mario) took over.

John Scott
Via the Internet

I think for your 100th issue you should bring back the manila envelope backgrounds for Classified Information one last time, so we can say goodbye to them in a decent fashion. What's the big deal about them, anyway?

Shaun Aardis
Via the Internet



Alan Orsini • Dwyer, Washington

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Scott Titlow

Producer

Wesley Bucherker

Senior Editor

Lander Neely

Senior Writer/Staff

Scott Pinward

Staff Writers

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Harry Murray

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Mark Logan

Staff Designer

Wes Colwell

Tom Goring

Mark Johnson

David Wharton

Designer Assistant

Annex Brooks

John Farrow

Andrew D'Amico

Debra Wang

Graphic Artist: William A. Burt

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ILLUSTRATION

POWER CHARTS

Did Mario Kart 64 run out of gas? The speed demon led the pack by a mere margin, with finally having a blow-out this month and settling at number five. In the meantime, work on the charts, Fox McCloud and the Star Fox team race 'n' number up three spots to number six. Meanwhile, Super Mario 64 quietly regains the top position.

NINTENDO 64 TOP 10

1



SUPER MARIO 64

After three months of playing second banana to Mario Kart 64, Super Mario 64 finally out-terrorized the number one game. Thanks also thanks to a nitch, clawing one spot away from the top.

2



TUROK: DINOSAUR HUNTER

3



STAR WARS: SHADOWS OF THE EMPIRE

RANK	GAME	COINTEGRATED	LAST WEEK	WEEKS ON CHART
1	SUPER MARIO 64	NINTENDO	2	10
2	TUROK: DINOSAUR HUNTER	ACCLAIM	3	10
3	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	4	10
4	BLAST CORPS	NINTENDO	5	2
5	MARIO KART 64	NINTENDO	1	7
6	STAR FOX 64	NINTENDO	9	2
7	CRUIS'N USA	NINTENDO	8	7
8	DOOM 64	MIDWAY	7	2
9	WAVE RACE 64	NINTENDO	6	10
10	KILLER INSTINCT GOLD	NINTENDO	—	8

SUPER NES TOP 10

1



THE LEGEND OF ZELDA: A LINK TO THE PAST

Do you smell burning rubber? Mario Kart 64 may have kicked out of the top four NES games, but its Super NES racing partner zooms up three spots to crash back into the top four.

2



DONKEY KONG COUNTRY 2: DIDDY KONG'S TREASURE

3



SUPER MARIO RPG

1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	65
2	DONKEY KONG COUNTRY 2: DIDDY KONG'S TREASURE	NINTENDO	2	9
3	SUPER MARIO RPG	NINTENDO	3	15
4	SUPER MARIO KART	NINTENDO	7	51
5	FINAL FANTASY III	SQUARE	4	31
6	DONKEY KONG COUNTRY	NINTENDO	8	33
7	CRONO TRIGGER	SQUARE	5	24
8	DONKEY KONG COUNTRY 2: DIDDY'S FRENZIED CIRCUS	NINTENDO	6	21
9	SUPER METROID	NINTENDO	9	39
10	THE LOST VINGINGS II	INTERPLAY	10	2

GAME BOY TOP 5

1



THE LEGEND OF ZELDA: LINK'S AWAKENING

The top title is as pretty as a pink lotus flower, so most games can only break it to fourth or fifth place. This month's winners are a pair of Tetris games replacing Super Mario Land 2 and Donkey Kong Land.

2



DONKEY KONG LAND 2

3



METROID II: RETURN OF SAMUS

1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	51
2	DONKEY KONG LAND 2	NINTENDO	2	11
3	METROID II: RETURN OF SAMUS	NINTENDO	3	67
4	TETRIS	NINTENDO	—	56
5	TETRIS ATTACK	NINTENDO	—	11

1. LEGEND OF ZELDA 64 (N64)
2. 64 DO (N64)
3. STAR FOX 64 (N64)
4. EARTHBOUND 64 (MOTHER 3)
5. YOSHI'S ISLAND 64 (N64)
6. NINTENDO 64
7. MARIO KART 64 (N64)
8. TURK: DINOSAUR HUNTER (N64)
9. SUPER MARIO 64 (N64)
10. CLAY FIGHTER 63 1/2 (N64)

MOST WANTED



NINTENDO POWER

LETTERS, CONTINUED...

I have some ideas for your 100th issue. You should start the best video games of all time for all your systems. Have subscribers send in pictures of their favorite video games, and you can print them. Show no computer animation, everything should be hand-drawn. Show hints and tips from the first video games ever. Tell us why Leap is not in Super Mario 64. Tell us what the most favorite games are. Make Player's Pulse extra long.

Scott Meyer
Nashville, TN

Here's how your magazine can be better with issue 100: feature the top 100 games of all time! Rate and review every game! Give us a behind-the-scenes look at your offices! Show us how an issue of NP is made! Review every Nintendo system ever made! Of course, you could add the usual humor and goofiness, too!

Adam Cooley
Via the Internet

Keep those ideas for your 100th issue coming in! We'll consider all your suggestions, except the one about giving you a behind-the-scenes look at our offices—ITV takes another 100 issues just to clean the 100 issues worth of mess off our desks!

Bad Vibrations

You know, the N64 has quite an array of accessories so far. First, the Controllers, then the Controller Pak, and now the Rumble Pak. What's next, a Smelling Pak? Realistically speaking, I do not think the Rumble Pak actually lets you "feel" the

action." All it does is shake. I do admit it's creative, but come on!

Timothy Cox
Via the Internet

We had some doubts about the Rumble Pak, too, but it actually does enhance your gaming experience. Try playing Star Fox 64 with the Rumble Pak, and then without it, and you'll probably find

that the game's just not as exciting or motivating without the rumble. With the Rumble Pak, you'll actually feel like you're in an Arwing cockpit that's being bombarded by lasers and asteroids. As for as the Smelling Pak, we think we'll pass on the idea so we can spare you from the odorous assault of Clayfighter's Boogerman!



Pocketful of Winners

Game Boy Pocket, where are you? In Volume 95, we challenged you to answer that question and find all the Game Boy Pockets that we hid throughout the magazine. Apparently, we hid them too well! Todd Dymont, one of our editorial assistants, sorted through over 800 incorrect entries before finding the 25 eagle-eyed winners who spotted all 31 Game Boy Pockets. If the post-road portfolio still elude you, check out last month's Player's Pulse to find their whereabouts. In the meantime, here are the 25 winners who already know where to find them:

Kevin Cabral of New Bedford, MA; **Kevin & Lauren Charlton** of High Ridge, MD; **Dennis Draper** of Proenza, IL; **Dan Duggan** of Campbell River, BC; **Penny Gobel** of San Diego, CA; **Kristi Greff** of Cochrenville, PA; **Fred Hannah** of Nova Scotia; **Christopher Hoff** of Camp Verde, AZ; **Eric Helman** of Northport, NY; **Nick Lamb** of Huntington, WV; **Sonya Lathcoe** of Springfield, OH; **Herman McElroy** of Baltimore, MD; **Orsac Nales** of Killeen, TX; **Spirios Nilsson** of Olney, MD; **Anthony Palmieri** of Lake Forest, CA; **Jose Perez** of Arlington, VA; **Joshua Pruitt** of Heister, LA; **Gil Rogoff** of Valencia, CA; **Gerardo Riera** of South Gate, CA; **Oliver Sanford, Jr.** of Springfield Gardens, NY; **Kit Stover** of Portland, OR; **Bob Szurinski** of Madison, WI; **Joshua Sutton** of Clayton, GA; **Hong Truong** of Wheeling, IL; **Kevin Yates** of Grapewine, TX.

We revealed the hiding places in last month's Player's Pulse.

WRITE AWAY RIGHT AWAY!

Wow! Nintendo Power has covered almost 100 volumes worth of gaming. What would you like to see in our next 100 volumes? Let us know and help us power your mag to volume 200! Send your suggestions to:

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**Pre-recorded Game Tips
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News about newest releases and upcoming games for all Nintendo systems
Get the help on Super Mario 64, Blast Corps, Star Wars: Demolition Team, Super Mario World 2, Killer Instinct Gold, Star Wars: Shadows of the Empire, Pilot Wings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for every Super Mario game for the Super 88 and MSX, Double Dragon, Lunar for the Game Boy, you 200th game, Double Kick Country 3, 2, and 1, Golf: Wings 2, CartRider, 8-in-a-Row, Double Life II, Super Mario, Secret of the Sages, Clowee Troop, Field Patrol II, Super Mario RPG, Breath of Fire I and II, Super Nintendo, Street Fighter Alpha 3, Mortal Kombat II, Mortal Kombat 3 and Ultimate Mortal Kombat 3. This column by Jay, Dennis, and Bob is sure to get impressions from whatever page the above list before yours!

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STAR FOX 64

It's a distress call from General Pepper! Andross is back and he's bent on crushing Corneria and creating a galaxy of mutated bio-weapons. It's up to Fox McCloud and his daring team of pilots to rescue the Lylat System. Scramble to your Arwing and charge your G Diffuser—you're on a translight ride to high adventure in Nintendo's Star Fox 64!



© 1997 Nintendo

CINEMATIC SEQUENCES

Star Fox 64 is packed with breathtaking, cinematic action scenes. Even if you rarely wait around to watch a game's demo sequence, sit back and preview the opening scene of Star Fox 64. The intro resembles the beginning of a major motion picture more than a video game. You'll also cover other cinematic sequences throughout the main

game, all with unique camera angles, character voices and stunning visual effects. These scenes will pump you up before and after each mission as you battle your way across the Lylat System. And don't worry about re-run—if you've seen the scene before, the game lets you skip over it by pressing the Start Button.



LIGHT YEARS BEYOND SUPER NES



While the original Star Fox included text messages from your friends, the Fox 64 features audio dialogue from more than 20 characters in the game. The NES version also includes a flight simulator mode and "Ad-Robo" mode. While the first game had three paths to follow, you can chart a new course in this sequel almost every time you complete a mission.



Directly and faithfully classic, crossover play may be fun, but after every session, complete with video dialogue from both friends and foes.

RUMBLE PAK

The Rumble Pak accessory comes packaged with every Star Fox 64 game. It attaches to the base of your Star Controller and vibrates or "rumbles" degrees, depending on the action you encounter. Upon hearing about the Rumble Pak, a few skeptics might jump to the conclusion that the accessory is just a sort of gimmick. From the pro, at PowerUp will admit that they were a little skeptical—until they played it. The proof is in the playing. The Rumble Pak delivers realistic, tactile feedback that matches what you see and hear on the screen. This feedback will range from a slight buffet of turbulence from a near miss, to a full blown jolt from a direct hit. Try it and let your senses be the judge.



THREE WAYS TO FIGHT

With a PA trio of enemy forms, there is a special tank and a submarine waiting for Fox in the hangar bay. The controller configurations of all three vehicles are similar, so you'll spend less time learning and more time blasting away at Andross's legions.

LANDMASTER

Space Dynamics Co., Ltd. designed the Landmaster specifically for Fox McCloud's ground assault missions. You'll deploy the Landmaster when you reach Triaxis and Mactech. This tank is equipped with two vertical jets, so it can hover for short distances over obstacles.



ARROWING

The Arrowing is the Star Fox team's utility craft. You'll fly it in 10 of the 30 possible missions in the game. Because the Star of the Line System depends on calling flying units, Star Fox 64's Training Mode focuses on Arrowing flight fundamentals of combat.



BLUE-MARINE

The Blue Marine submarine is a prototype vessel first created by Space Dynamics Co., Ltd. Slippy Toad is the submarine's chief architect, and he personally submitted the submarine inside the Great Fox's hangar. You'll deploy the Blue Marine when you explore the murky depths of Aquos.



THE WORLD OF STARFOX 64

The 16 levels in Star Fox 64 feature combinations of two 3-D game environments. These environments are called Corridor and All-Range Modes. Even if you've never flown a flight simulator style game, or find it hard to figure out 3-D flying, the user-friendly design and elegant play control in Star Fox 64 make the game easy to learn and understand. Both modes feature invisible boundaries, so if you stray too far off course, your Arwing cockpit will steer you back to the correct heading.

CORRIDOR MODE

If you played the original Star Fox game for the Super NES, you're already familiar with the scrolling action in Corridor Mode. At first glance, Corridor Mode may look constraining, especially to players who prefer the wide open spaces of flight simulators, but this format is designed to replicate the drama of an attack run. You have only one opportunity—a single pass—to complete your objectives and pull off a perfect score. If you miss a target or a warp, you can't turn around and go back for a second attempt.

ALL-RANGE MODE

Six of the stages in the game feature flight simulator style play called All-Range Mode. As long as you don't have a time limit, you can fly anywhere for as long as you like. This format is used exclusively in multi-player VS. play, but some levels in the main game switch from Corridor to All-Range Mode for boss encounters. The map on the right charts the physical features on the surface of starbases at Boho, an All-Range Mode mission that'll fix all on you finally reach orbit around Veronec.



A FOX ON A MISSION: MAIN GAME

The main game is a one-player, epic battle across the Lylet System. You assume the role of Fox McCloud, the leader of the Star Fox team. General Pepper, the leader of the Conerian forces, hired Fox to defeat Andross and save the Lylet System. Since General Pepper was highly decorated in his previous engagements with Andross, he knows the enemy's strategies and will "brief you before" each episode. Depending on how well you perform, your path and difficulty level will change as you get closer to Andross. You'll learn more about Star Fox 64's exciting and most difficult routes on the next page.

IT'S A FOXFIGHT: US. MODE

Star Fox 64 features three modes of multi-player matches, all of which are variations of cooperative dogfights and gunning tank duels. Up to four players can choose between Battle Royal, an all-out onslaught in a Landmaster duel to the last pilot, Point Mode, a reflex match with players flying or banking unladen vehicles, and Time Trial, a high score race where players blast each other and outpace or controlled jokers out of the skies. If the experienced players are consistently blowing up the beginners, you can balance the skill levels using the game's Handicap option.

BATTLE ROYAL



Battle Royal Mode is an all-out free fight for one to four players. Each player has one Arwing or Landmaster, and they march onto white rectangular runways on the field.

POINT MATCH



Players have unlimited Arwings or Landmasters in Point Mode. You earn points by downing rival players. The first player to earn three points wins the game.

TIME TRIAL



In Time Trial, you have unlimited one and five seconds to take just an enemy enemy aircraft susceptible. Your enemy will react to zero if you're shot down by a rival player.



LEARN TO FLY: TRAINING MODE

If you've never flown an Arwing before, Star Fox 64's Training Mode has the tips you'll need to get the edge on Andross's legions. Your Flight Training Academy instructor will gradually introduce you to all the flying maneuvers possible in the game, starting with basic moves and ending with a massive dogfight of all things you've learned. Of all of the maneuvers you'll learn in Training, the toughest to master are the U-Turn and Loop. These moves will shake enemies off your tail, so it's important to learn them early in the game. You can also use

U-TURN

LOOP

U-Turns and Loops to break enemy radar lock when you're playing multi-player games.



QUICK TURN



BARREL ROLL



BOOST



BRAKE



THE LYLAT SYSTEM

12. AQUAS

The home planet of Aquas is being torn apart with volcanic forces at its core, but Andross has released four aquatic bio-weapons that in synchronicity mutate the planet's ecosystems. Low gravity systems cannot locate the bio-weapons, so you'll have to use the Eiko-Matrix to find it.



13. ZONESS

Like Aquas, Zoneiss is completely covered by oceans, but Andross has released the planet at such a distance that pollution has hit his fleets. You can make an energy crisis if you dodge the enemy's searchlights and disable the tanker convoys.



14. SECTOR Z

Many years ago the Corvaxian Colonial Forces engaged the dreaded Space Pirates in an epic battle inside the Sector Z Nebula. This area is now cluttered with ancient technology, and military experts speculate that Andross is either producing the anti-ship lasers or trying to lure Star Fox into a trap.

11. SECTOR Y

Corvaxian's battle fleet is being lured back home through the Sector Y Nebula. There are scattered reports that the enemy is deploying creature robots to ambush the fleet. These robots carry special shields that reflect everything except direct hits.



9. SOLAR

Solar is a scorching hot star cluster after a red dwarf. Andross's ships were spotted in Solar's orbit, so he may have a bio-weapon here. This sector must be investigated, but we don't have a ship that can survive the intense heat.



8. KATINA

Throughout the mission, the Fuel-Free Force of Katina has been a thorn in Andross's side. This is the last surviving Corvaxian outpost in the system. Scanning indicates that an enemy attack craft is approaching the planet, so it is running out.



1. CORNERIA

Corneria is home to over 85% of the life forms in the Lylat System, and it's the starting point in the quest. The planet is Andross's primary target. If you fail to protect Corneria, the entire Lylat System will fall to Venom's forces.



2. METEO

The Meteor planet cluster was the starting point for Andross's swarms of Corvaxia. It's highly probable that the enemy's supply vessels are hiding here, waiting to ambush any Corvaxian transport leaving from the galaxy.



3. FORTUNA

Fortuna was overrun by Andross's invasion force, but you might be enough time to reclaim the base before it's demolished. Scanning indicates that the Star Wolf team is lurking in the area, so keep an eye on your six.





The weapons factories on Macbeth supply Andross with the military might to carry out his attacks. Control a defense smoke here will cripple Venom's forces.



15. AREA 6

Aside from Venom's defense network, Area 6 is the most heavily fortified region in the Star System. It's important that the strategy you create doesn't use a great deal of time.



7. VENOM



Depending on how you approach Venom, you'll encounter either Andross or a robotic alien double. Don't let the extreme contrast—the robots decay as fast as they're made in the subterranean game.

16. DENOM



This is the hardest mission in the game. You'll battle the Star Wolf Team on the planet's surface before taking on Andross. If you're really good, you might catch a glimpse of Andross's true form.

60A

6. BOLSE

Only Venom and Area 6 drive Bolse's defense network. The strategy you create is crucial: a few extra seconds that double as a shield. You'll have to destroy the fuel by almost any size power generator.



4. SECTOR X

There are Galactic reports on the surface and in the sky in the Sector X. The reports indicate that a station of sorts is floating around here. Our scientists suggest that this station may have drifted through a worm hole.



5. TITANIA

Long ago Titania was the home world of a highly advanced civilization. Now huge sandstorms hover the planet. Titania's ancient defense network is still active, so it's doubtful that Venom forces are in the forgotten corner of the system.



CHART YOUR COURSE

Depending on how you fare in individual missions against Andross's forces, you'll find a variety of paths leading to Venom. With the exception of hidden warps, all of the criteria for reaching the different corners of the Lyta System are outlined in the Star Fox 64 Instruction Manual. Listed below are six potential paths. The top route is the easiest, while the most difficult sequence is shown at the bottom of this page.

Easy

- 1- 2- 3- 4- 5- 6- 7
- 1- 11- 8- 4- 5- 6- 7
- 1- 2- 3- 4- 14- 6- 7
- 1- 11- 8- 9- 10- 15- 16
- 1- 11- 12- 13- 14- 6- 7
- 1- 11- 12- 13- 14- 15- 16

Hard

MISSION 1: CORNERIA

Corneria is a combination of Corridor and All-Range Modes, so rookie pilots will get a feel for all of the Arwing's flight characteristics in the first mission. Falco is flying in formation off your left wing, and he'll give you important tips as you crash by Corneria's skyscrapers. After you become a seasoned veteran, try to earn a medal by destroying 150 enemy units. If you earn medals on all of the stages in the game, you'll be able to test your skills in the game's Expert Mode.



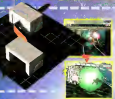
You're inbound on the canyon route to Corneria City. Blast the enemy fighters as they emerge in flocks behind you. Don't look on the ground hovering at the end of the canyon. If you cancel your zoom perfectly, you'll have 27 points when you enter the city.



The mission has barely begun and Slippy Toad is already in trouble. Head for A Bottom to lock on the enemy fighter and blast it with one shot.

BASH THE GATES

Bash these locked doors with your Inzels to collect a Smart Bomb and a Smart Bomb. There are mid-air and ridges hidden behind the other gates in Corneria, so destroy the enemy defense points before you start piloting the goods.



SAVE FALCO!

If Falco ever gets into a bind, fly to his aid. There are three possible ways to save him. You can use a Super and quickly force the low-coway fighters with your laser, or you can use a lock on one blast. The fighters in a distance or, if you find yourself in an in-between space, launch a Smart Bomb and blast them all. Falco's position.



Hold down the A Button to lock on a target. When you press the trigger a second time, you'll see a red dot on the enemy's head. The resulting explosion will vaporize enemies near the target.

PRIORITIZE YOUR TARGETS

Right about the time Peggy warns you about an enemy on your tail, a Blockbuster will try to blow up a building off your nose. You'll need a Smart Bomb if you smash the robot before you enjoy the kinetic joy of taking out the parading fighters.



1:00

1:15



IT'S A TRAP!

People pilots always love this Linear Upgrade, but it's important to blast the Geyser robot first! Use your laser or a Smart Bomb to neutralize the robot before he can push the button on top of the Linear Upgrade.



2:00

2:30



To (B)

To (C)



GET A BOMB

A Smart Bomb will appear here when you fly through the star arch. If you capture a flag as soon as you see the bomb, you can swing back around, sweep through the arch again, and pick it up on the second pass.



If you have not set the four Weapon Traps through the level yet, you can't pick up the bomb. You can destroy three at once with a lock on and break off the survivor with your lasers or smash a Smart Bomb and take out all four at once.



TIME

2:45



Two Shield Rings are stacked here. You can pick up both by flying through the lower ring before securing a loop back through the upper one.



GRANGA



If you fail to rescue Falco or miss flying through one of the arches on the lake, you'll end up confronting



Granga at the end of Corneria City. Although Granga is armed with Arwing-seeking missiles, he's a pushover if you knock out one of his legs at the beginning of the battle. Shoot Granga in the back to finish him and complete your mission.

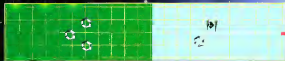


It's easy to slip that Granga will if you avoid his aim by shooting away his legs. If you blast off the robot fast enough, you'll have a lot of time to finish him.

TIME

2:45

3:00



ATTACK CARRIER

The Attack Carrier has four components, including a fighter barge, two missile launchers, and a main hull. You'll have to eliminate the fighter barge and the missile launchers before you can damage the main hull. Each component has reinforced armor, so you'll have to shoot them when they doors are open. Finish off the hull with a series of laser blasts.



Target the carrier's right barge bay as the Fighters take off to attack you.



If you shoot the fighter as often they take off, they'll turn into Supply Barges.



Shoot the missile launchers as the fighters are launched at your Arwings.



Fire away at the Attack Carrier's hull after the three bays are destroyed.



Use your own supply barge to attack the carrier's hull.



MISSION 3: FORTUNA

A time bomb has been planted at Fortuna's base, and it's up to the Star Fox Team to diffuse the situation. Star Wolf and his cronies are defending the airspace around the base. The StarWolf team's best defense is its looping attack, but if you anticipate the maneuver, you can keep your nose in your laser sights no matter how much they attempt to worm their way away from you.



As you engage the enemy over Fortuna, Bob will tell you you've already planted a time bomb. Diffusing the bomb would be a piece of cake if you didn't have to deal with Star Wolf.

LOOPING ATTACK



A looping attack is the best move for bypassing the turrets or a perimeter, the especially if you're being pulled by one of the jets from the Star Wolf team. You can perform loops while playing in any mode.

BATTLE THE STAR WOLF TEAM



Whenever you're being pursued by an enemy, try reversing your buttons with a looping attack. To execute a loop, hit the **Resetter** and **pull Down** on the **Control Stick**.

The exact direction depends on how you use a great Star Wolf. Either way is more difficult due Fortuna, but the game really heats up if you're victorious.

Defeat the Star Wolf team



If you defeat the Star Wolf team before the bomb explodes, Fortuna's base explodes, you'll head for Sector 3 at the center of the Solar System.

Star Wolf gets away!



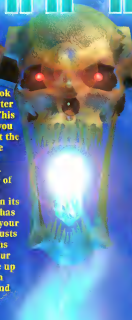
If the bomb explodes before you eliminate the Star Wolf team, you'll move on to Sector 3. Expect a rematch with Star Wolf later in the game.

Your basic knowledge of cover and you're on your way to becoming an ace. Check out Volume 10's advanced tips and techniques to use models and reach Expert Mode.

Slugfest fans, get ready for a new dimension in fun! Step through the rift and experience 3-D tournament fighting at its finest.

DARK RIFT

We gave you a first look at Vic Tokai's 3-D fighter for the N64 in April. This month, we're taking you into the arena to meet the eight fighters who are destined to battle for control of the cosmos. Besides offering some of the best graphics and control of any game in its genre, Dark Rift also has AI that takes note of your fighting style and adjusts to exploit the strengths and weaknesses of your warrior. Think you're up to the challenge? Then choose your fighter and prepare to prove it!



Some eggs, do a million battles, charging
titanium planets, a furry bear from the



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KEY TO THE COSMOS

The legend of Dark Rift centers on the powerful Master Key, an ancient artifact that was forged to lock away all the forces and secrets of the cosmos. The key was then divided into Prime Elements, which were sent to separate circles of reality for sleeping. Two tyrants hold pieces of the key: Sonark Nexon, who controls the Core Prime Element, and the Lord Dregon Demitron, who has the Dark Prime Element imbedded in his head. Offering his element as a prize, Sonark is holding a fighting tournament to lure the unknown holder of the Light Prime Element into his dimension. Sonark is so certain that he can defeat this mystery fighter that he's already plotting to use the two pieces of the key to destroy Demitron and take control of the cosmos.



PRACTICE

Dark Rift's Practice Mode lets you learn each fighter's special moves before stepping into the ring for real. If you want to rule the tournament, start here and learn the basics. In this mode, the game shows you which buttons you're pushing as you practice special moves. And if you turn your opponents onto automatic, you'll also see all of their special combinations displayed on the screen. But if you just want to use the other fighters for punching bags, turn off the automatic feature so your opponents won't fight back!



TOURNAMENT



The tournament is the main event in which you and the other fighters face off in a quest to capture the Master Key. Before you begin to battle, you can go to the options screen to choose the difficulty setting and the number and duration of the rounds you want to fight with each challenge. During the Tournament, keep in mind that the game's AI will notice patterns in your fighting style and then adjust its moves accordingly.

Take Control

This lay will help you understand the moves on the following pages. Note that Control Pad directions are shown with solid arrows, while the C Buttons are depicted with solid circles.

DIRECTION



Besides allowing your fighter to move up and down and back and forth, the Control Pad is crucial for making special or combo combinations. You need to use the Control Stick for directional control, but we think you'll find the Control Pad easier to play with, especially when pulling off those multi-button combos.



BASIC MOVES

While the C Buttons can be used in all sorts of really cool combinations, individually they're for punching, slashing, kicking, and blocking.

CLOSE MOVE

If you can get right up close to your opponent, quickly press the B Button to pull off a particularly nasty (and devastating) move.

SPECIAL MOVE

If you're in constant battle with the Control Pad, the A Button lets you execute some truly awesome attacks.



NIKI



A short, snarky, and somewhat spoiled princess from the Jungle City of Faralos, Niiki ran away from her family's palace to escape over-protective parents. Having absolutely no interest in obtaining the Master Key, Niiki's only competing for the fun of it. Although she's a fierce and highly skilled fighter, Niiki's lack of concern for her own safety may have tragic consequences.

Fighting Style

Trained by the best fighters in Faralos, Niiki is a master of Inverse Kinematics, a style that mixes balance and leverage to exploit a competitor's momentum. Besides this skill, Niiki relies on her two spiked rings to slash her enemies down to size.



The small but destructive ones here! In a basic one-handed slash followed by a quick, low kick. To guarantee that all these blows hit home, be sure to use this combo only when you're close to your opponent.



Niiki shows off her narcissistic talents with this two-hit combo. It features a one-handed double slash, three low high kicks, one for the big finale, a two-timed headbutt kick to the opponent's head. That's gartsbart!



Fighting As Niiki

Because Niiki has been trained in a style that places more importance on quickness and agility than it does on muscle power, you'll need to use those two abilities to your advantage. Try using combinations that include lots of high and low kicking and fast dashes of slashes. The real key to winning with Niiki is to keep her moving around the arena. If you move too slow and get caught flat-footed, you may lose the fight.



One of Niiki's best moves is her ability to kick her opponent between her knees while performing a two-handed back swing. The other fighter will fall flat on his or her back while Niiki's allies cut one after the other in pain and punishment.



Niiki's six-hit combination will leave even the weak of fighters begging for mercy! Execute two mid-level slashes followed by a high right kick, a high left kick, and finally, two last slashes to the face.



If they're still not crying uncle, try using this massive series of moves: a high partial spin kick, followed by a full spinning back, a one-handed back kick, a high slash, and another high kick. It's the piece de resistance!



Fighting Against Niiki

Niiki is one of the most difficult competitors to contend with. Her amazing speed should be your chief cause for concern. Whatever you do, never back down from a close confrontation with Niiki. If you simply try a smash-and-slash technique to defeat her, she's likely to strike back even harder when you run away. Instead, try to battle swiftly and simply, falling back on low blocks for defense. You can use small combinations against Niiki, but forget about using your A Button. The special attacks that it offers are not going to be much help against a fighter this fast.



Because she loves to take your feet out from under you, the best way to defend against Niiki's swift attack is to make lots of low blocks. If she makes a really horrible move, try to spoil it with a block and then pop up and punalut her!



SCARLET



Scarlet Zerkow was once the official custodian of the Core Prime Element, but she lost her post when Sonark decided that women were unfit for such a lofty position. Declaring herself Empress of the Chosen Ones, Scarlet hopes to best the other competitors and finally take revenge on her former boss. Being a big fan of classical weapons, this female fighter is fond of using both a long sword and shield to defeat other fighters.

Fighting Style

Unlike Niki, who relies on speed and agility to undo her opponents, Scarlet uses a methodical style and her amazing strength to wear down adversaries. And though she may move a bit slowly, she's certainly no shrinking violet on the battlefield.

○○○○

A short and extremely sweet combination, this sequence begins with two sword slashes to the left, followed by one to the right, and finally, a massive straight-legged kick put for good measure.



○○○○○

This combo is another dash-boost for the sword-wielding warrior. It starts with two overhead slashes and a few slashes, continues with two more overhead slashes and a few slashes, and finishes with a high slash to the head.



○○○○○○○○

Want to see Scarlet's strength up? Just check out this combo: two fast slashes, one low slash, a fast overhead slash, and then an incredible sword thrust to the chest that leaves her opponent groaning on the ground.



Fighting As Scarlet

First, you'll have to use Scarlet's considerable strength to make up for her rather plodding pace. Instead of backing away from difficult confrontations, try to keep Scarlet in the thick of things, using her shield to keep her combatants at bay. If you're good at blocking, her lack of speed won't be a problem. Also, employ her single A-button combinations to do some quick and devastating damage.



Tapping the top C-Button three times will create a triple slash that will send your opponent sliding into the dust. It may not always work in the higher levels of the tournament, but it's usually very effective.

Against Scarlet

As we've noted, Scarlet moves around the arena much slowly than most of the other fighters. You can exploit this shortcoming by striking her first and then quickly backing away. You'll also notice that she keeps her shield up a good deal of the time. Don't try to attack her when she's in this guarded position or you'll miss with most of your blows and end up coming the serious end of her sword. Instead, wait until she lets her defenses drop (usually when she's moving) and then go at her with everything you've got.



AARON

With the planet Earth in ruins—the result of savage and protected wars—Colonel Aaron Mavretick of the Colonel Commando Special Task Force has been ordered by his superiors to enter the tournament. As an explosives and weapons expert, Aaron believes he can beat the other competitors, win the Master Key, and use it to restore peace on his planet.

Fighting Style

A highly-skilled soldier, Aaron is comfortable with both short- and long-range styles of combat. Up close, he likes using his MFC-10's double-bladed bayonet for slashing his foes, while at a distance he relies on his massive weapon's firepower.



This first combo finishes with Aaron's favorite flourish: *Impassive* with a mid-level bayonet swing, if continues with a low swing, a bayonet thrust to the chest, an uppercut thrust, and finally, two reverse elbow blows.



Use this series of moves to strike low to your opponent. An overhead swing, a mid-level spin kick, a low swing, a low-crunching bayonet thrust, an uppercut swing, a really cool pair of low kicks, and a reverse elbow to boot!



Aaron's next combo is similar to the first but with a little more kick. Here's the sequence: An overhead swing, followed by a spin kick, a low swing, a mid-level thrust, an uppercut thrust, and, of course, two crushing elbow blows.



Against Aaron

If you want to beat this strange soldier, you'd better keep him on the defensive by using a series of quick combinations. Just don't get in too close or he'll grab you and skewer you like a shish kabob.



Fighting As Aaron

Aaron has a terrific assortment of attacks at any distance, so try mixing up his many moves, and vary his position around the arena. If your opponent comes up close, use lots of big bayonet thrusts and swings, and if you can get toe-to-toe, use the B Button to skewer the competition. If you should find yourself with a little extra leaping room, make good use of your gun's ammunition, and be sure to lob a load of grenades.



Colonel Aaron Mavretick is, quite simply, the ultimate soldier. He can use his tremendous body as a weapon, swing a huge bayonet like a bare-hell bat, and use his extensive training in explosives to make his enemies shudder.



ZENMURON

It is well known that this armor-clad combatant fights with a combination of Ninja and Samurai styles, but his origins are a matter of speculation. Although Zenmuron's motives may forever remain a mystery, you can expect plenty of fast kicks and swordplay from him. Be forewarned: this fighter has finished off every adversary he's ever faced.

Fighting Style

While Zenmuron is extremely adept at using his Samurai sword to slice and dice his enemies, he's equally skilled at using his legs as lethal weapons. His opponents had better know how to block, because his kicks just never stop coming.



His every movement will begin to give you a hint to Zenmuron's weapon style. It swings a sword, it launches a slash to the left, a high slash to the right, and a two-handed thrust to his solar plexus. He's subtle like that.



His next combo has lots of steps, but it'll reduce your enemy to a bloody mess. Do a slash to the left, then a high slash to the right, an overhead chop, and an excellent series of five kicks that has to be seen to be believed!



Fighting As Zenmuron

If you choose to play as Zenmuron, you'll need to master both his sword swings and his martial arts moves. Instead of simply slashing away at the your opponent, combine swift swordplay with a series of well placed kicks. If you can keep this pattern up, you'll have no problems putting an end to the enemy.



Zenmuron's martial sword swings will often be effective against his opponent, but if a fighter begins to block his blows, throw in a kick or two to counter the defenses down. In other words, you should kick him when he's down.



This is arguably the best combination in the game. Start with the previous combo's first four moves, then add a spinning overhead slash, a two-handed reverse thrust and an overhead shoulder throw to the hapless opponent.



Against Zenmuron

When battling any warrior who fights as fast as Zenmuron does, you're going to need tremendous blocking abilities. Try to keep up with his lightning pace and alternate between high and low defensive positions. Hold out until Zenmuron lets his guard down for at least a few moments—that's when your fighter can regain the upper hand. Always be prepared to fall back and block, though.



You should either stay a safe distance back or block when Zenmuron starts swinging his sword or kicking up dust. Then, while keeping just a small gap between the two gloves, move in and give Zenmuron a taste of his own medicine.



EVE



Once a scientist of Senark's, Eve was mortally wounded when the tyrant launched an attack on her lab. Having transferred her consciousness into a droid, Eve is now fighting to win the Core Prime Element, and restore her body to its proper form.



Fighting Style

Like those fabled musketeers, Eve uses an elegant fencing style that's almost as fun to watch as it is to perform. She may be the one competitor who proves that a good fighting technique is much more important than massive muscles.



This artful combination of fencing moves gives her a feel that it's almost impossible to follow. Its best features are a circumstantial series of 2- and 3-hit stabs and a finishing upward slash that knocks your opponent off his or her feet.



Fighting As Eve

To make Eve an effective competitor, you must learn to deftly perform all of her numerous combinations. And forget about mixing her terrific fencing skills with fancy kicks; they will only weaken her chances of winning the fight. Also remember that Eve has excellent range with her weapon, so don't make the mistake of moving in too close to threaten her enemies.



Against Eve

If Eve is being played by the computer, she's bound to be in a blocking position for much of the battle—if she's blocking low, simply go at her with overhead shots. If she's blocking high, you should fall back on low stabs.



GORE



Representing his home planet Dorlon, Gore believes that the Core Prime Element rightfully belongs to his people. He plans to prove his position with his massive battle-axe and the pure might of muscle. He uses his mighty bulk to great advantage.

Fighting Style

Although he's a bit of a lumberax, Gore more than makes up for his lack of finesse by employing brute force. Being so strong, the weighty warrior can usually do more damage with one blow than his competitors can do with two or three hits!



Gore's short sequence of savage ax slashes must be very well timed to succeed—by pressing the buttons at different speeds to determine the point that works best.



Fighting As Gore

Gore can take a licking and keep on tickin'. Even if it looks like he's down for the count, he can easily come from behind and win the battle as long as you use his powerful combos to pound the competition.



Against Gore

Gore's weak spot is definitely his slow style of fighting. If you don't want to be hacked into kindling, use your character's speed to land a few fast blows, then back away or block to avoid getting clubbed.



DEMONICA

Demonica, at the bidding of her evil master, the Lord Demon Demitron, hopes to fight Sonork for the Core Prime Element and take it back to the Dark Dimension. While she may not eat on the eyes, she's more than a match for any warrior.

Fighting Style

One of the game's few fighters who doesn't use a conventional weapon, Demonica will rely primarily on her long fingers to take the tournament. And because of her poor posture, she's fond of shuffling her opponents from a crouching position.



The same way will have Demonica's claws slanking at his computer from just about every direction. No matter which way she's fighting, she can cut them to the quick.



Fighting As Demonica

Demonica has an extremely limited range, meaning that she has to stay in close to the other combatant in order for her claws to make contact. This may leave her vulnerable to some attacks, but blocking low should help.



Close Demonica is on her opponents and just keep their speedy movements in mind!

Against Demonica

Demonica likes to lie low and block a lot, so be sure to use plenty of overhead slices to get around her defenses. Also, take advantage of Demonica's limited range by launching some attacks from a distance.



MORPHIX

Dark Rift's most dynamic and enigmatic combatant is rumored to be both from the Light Dimension and the keeper of the Light Prime Element. While we're not telling, we will say that Morphix has some of the most amazing moves we've ever seen!

Fighting Style

Since Morphix appears to be a being of pure energy, he can transform and move his body in some really wild ways. His agility is almost unequalled, his arms can become brilliant blades of light, and his spies are simply out of this world!



With blinding speed, Morphix changes his arms into blades and moves a step left, a step right, a two-handed open-hand chop, and a two-handed scissor slash to make his challenge.



Fighting As Morphix

Morphix has many long and effective combos but some of his best moves are created with just a couple of taps of the C-Buttons. Try practicing some of these simple sequences of kicks and slices, and realize his amazing propulsive spies, too.



Against Morphix

Morphix likes to use long and tough combos on his opponents, but after he's finished, it takes him a while to recover his strength and make his next move. That's when you need to seize the moment and strike.



INTERNATIONAL SUPERSTAR SOCCER 64™

The World at Your Feet

ISS 64 takes on a world of soccer challenge by allowing up to four gamers to simultaneously get their licks either in competition or cooperation in the six different modes of superstar game play. You can also sit back and just play spectator (without the fear of hoodlangers, events) in CPU vs. CPU mode. If you'd rather play the field, try your hand (and feet) at the 70 games matchup to conquer the World League. To hone your goalkeeping and scoring skills, hustle over and slam, lob, chip and keep your eye on the ball in the Penalty Kick showdown. Or try to strategize a winning offense to coach your team to victory and close the final heated chapter in the high pressure, mid-game Scenarios. And, you'd better get some field play, free kick and corner kick practice in Training mode, too, because ISS 64 sports fancy footwork and tricky maneuvers that would even trip up Pele!

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Konami rolls out a lifelike world of diverse soccer challenges that'll knock you off your feet! The tense second-half Scenarios are ISS 64's kickiest feature, and, with our power plays, we'll coach you on completing and beating the superstar soccer situations.



Super-Real Superstar Soccer

Short of giving you grass stains, ISS 64 sports game play and graphics that are as cool as they as could ever be. In rain, snow or sun, roving camera and running commentary cover the fluid movements of the superstars' kicks, volleys and passes.



ISS 64 rolls out almost every possible soccer move, defense, offense, and strategy to make you a superstar. At the peak of a burster, you can instantly align your players into any of the game's eight strategies. Captain your team into one of the 10 tactical formations, or go for the "total soccer" strategy and play it by eye, learning, a la Tackling, and will speed your way to victory.





You Make the Call

Choose one of the three referees depending on how aggressively you like to play. Haegawa always pulls a red card on a foul, so be on your best behavior if you choose him. At the opposite end of the field is Carlos, who's more lenient and tends to tout the yellow card. For a ref who's in between, select Heinz.



Building the Perfect Team

You can create up to 24 customized kickers to build your own personal dream team. Plus, with the Control Pak, you can save them and recruit them for another day. You can build your player from the feet up and determine everything from his speed, power, technique, stamina and appearance.

Creating a Player



Create Player lets you insert your own superstar. Choose his position, allot a set number of points to boost his abilities, then calculate to the headquaters and choose from 32 different faces to give your player world class looks that are strikingly similar to super strikers ranging from Carlos Valderrama to Ruud Geffin.

Registering a Player



After you've created your players, you can draft them into any of the 28 teams at the Team Register Player screen. Select the team you'd like your player to join, then replace a team member with your superstar. All 18 team members are replaceable, so you can custom-build an entire team.

International Statistics

While the players in ISS 64 are fictional, they are based on actual FIFA kickers. The international superstar teams boast similar abilities and skills as their real life counterparts, and, compared to recent FIFA stats, ISS 64's teams rank realistically, too.

TEAM	RANK	OFF	DEF	TOTAL
BRAZIL	1	98	93	96
GERMANY	2	91	95	93
FRANCE	3	85	89	87
COLOMBIA	4	88	80	84
CZECH REP.	5	85	84	85
DENMARK	6	79	77	78
RUSSIA	7	83	84	84
SPAIN	8	81	84	83
HOLLAND	9	92	80	86
ITALY	10	87	98	93
MEXICO	11	81	82	82
ENGLAND	12	90	89	90
PORTUGAL	13	81	79	80
NORWAY	14	78	75	77
BULGARIA	15	91	77	84
ROMANIA	16	84	79	82
SWEDEN	17	80	79	80
U.S.A.	18	71	81	76
S. AFRICA	19	80	77	79
JAPAN	20	61	73	66
ARGENTINA	21	89	83	86
CROATIA	22	89	71	80
SCOTLAND	23	78	83	81
TURKEY	24	75	63	69
AUSTRIA	25	67	74	71
GREECE	26	63	77	69
IRELAND	27	75	79	77
BELGIUM	28	73	69	71
URUGUAY	29	81	80	82
R. KOREA	30	63	61	61
SWITZ.	31	85	81	87
POLAND	32	73	70	72
CAMEROON	33	75	63	69
NIGERIA	34	9	78	84
S. IRELAND	35	71	75	73
WALES	36	74	74	74

RANK Based on actual FIFA statistics
OFF ISS 64 offensive ability
DEF ISS 64 defensive ability
TOTAL Average score of OFF and DEF



Closing the Book on 16 Scenarios

It's deep in the second half of the game. Your team's down by one point, but you have a chance to tie the game with a corner kick. Even Steven is taking scoring, so the heat's on you to sink two goals. Time's slim, making it tight to fit in a second goal, so you'll have to devise the best offense to vindicate your team. ISS 64's Scenario feature drops you into the middle of 16 tense second-half game situations like this to pressure your coaching skills. Each Scenario varies in difficulty, and with our specially-made 3-D soccer diagrams, we'll coach you through eight of the more unusual ones.

ISS 64
SHOOT 1 ★★★★★
EASY 2 ★★★★★
HARD 3 ★★★★★



Last Minute Tie-Up Scenario #2 ★★★

France was set to take home the trophy when Spain scored a last minute goal. The score's now 1-1 with less than 30 seconds remaining in the game. France has its chance to strike back with a free kick, but any attempt at lobbing the ball into the goal will surely be dashed. Carefully plan your passing strategy, or Spain will steal your ball, and, most likely, your victory.



Set your team into an All-Offense strategy and focus up a 3-3-6 formation to structure your team with three defenders, three midfielders, and four forwards. Your team's defensive abilities will be vulnerable, so keep possession of the ball by carefully passing to your teammates as your right. When he intercepts it, quickly shoot it into the goal.



Italy Gets the Boot Scenario #3 ★★★

It seemed like a good idea at the time, but now the Italian team's locking itself for playing with its main force in reserve. Overlooking the Czech Republic's soccer savvy, the misguided tactics are costing them the game, and now, with 40 seconds to overcome the 1-2 score, Italy needs to pull off this free kick. Ready your players into an All-Offense strategy and a 3-3-4 or 3-2-5 formation. By increasing your striker power, you'll have a better chance at driving the ball to the goal after your free kick.



Boot the ball to your teammates on your left. Both are being marked by an opponent, but if your teammate can trap the ball, he can lob it into the goal. You'll have to follow up aggressively to score a second goal to overtake the Czech Republic, since the goal which will be only a few dozen seconds away. Side tacking and over-two passing should help Italy blaze across the field to trap in another goal.

The Battle of Britain Scenario ⁹

★★★★★

England may have brought soccer to the world, but Scotland is poised to steal the game away from the limelight. The "Battle of Britain" reignites the teams' longstanding rivalry, and, in this round of the feud, the English are about to win. The war has wound down to its final minute-and-a-half, and it's your turn, with a free kick, to lead the Scots on a strike to undo a two-point deficit.



Help the Scots even the score by scoring with the free kick. Before taking the shot, however, arrange your team into a 2-4-1 or 2-3-5 formation and screen the goal with an All-Defense or Side Attack strategy. Set the deadball tactic into play by lobbing it to the middle of the penalty box's 18-yard line. Quickly speed a teammate to intercept the ball, then head or volley it into the goal.



8 Strategies

ISS offers eight strategies for your teams to execute, including Center Attack, Off-side Trap, Zone Press, and Counterattack. Some of the more effective strategies include All-Defense, which charges your team forward the goal; Side Attack, in which your wings flank the field, while the striker runs the middle; All-Defense to protect your goal; and Press Up, in which retreating players charge the offense into retreat.



ALL OFF



NO ATT



ALL DEF



PRESS UP

East Meets West Scenario ¹⁰

☆☆☆

Mexico outranks Japan by more than 10 points in both offensive and defensive power. The score is 1-2 in favor of Mexico, but Japan has just begun to storm back with its second wind. Captaining the underdogs, you have over three-and-a-half minutes to turn the tides in Japan's favor. The Mexican team's made up of formidable players, so assign your best men to mark the most dangerous strikers.



Mexico may have a superior offense and defense, but you can win the odds by arranging in All-Defense attack and a 4-2-4 formation. With your halfbacks playing both offensively and defensively, the formation merely bolsters your field coverage by providing a sturdy line of defenders and six of your ins. For your free kick, pass left, then shoot for the goal's far post or lob the ball to an open forward.





At the Last Second

Scenario #11

★★★

Nigeria is putting Argentina's reputation on the line. Ranked an unlucky 83 niches below the hotshot Argentine team, the Nigerian team has managed to counter its opposition's every move. The African

team's efforts have tied the match up, and, in a mad rush, a harned Argentine player fouls up a Nigerian. The resulting free kick's your chance to conquer Argentina, and with only 12 seconds left, you'll have to be the perfect striker.



Send the winny setting up an All-O'less strategy and a 3-3-4 formation. Pass the ball to the lone forward within 100 yards of the penalty since if he quickly strikes, the taken has shot, he may be able to knock the ball past the goalie. If it isn't deflected or intercepted by the goalie, you'll have four strikers in formation ready to steal the ball.



Make Your Mark

To prevent a hotshot opportunity from stealing the ball or making freely across the field, assign a player to mark them. By comparing team ratings, you can strategically cover your opponent with the player whose talents are best suited to counter your foe's abilities.



The Pointless Match

Scenario #13

★★

Neither Portugal nor Turkey has been able to score in this somewhat even matchup. With less than a minute to break the goose egg in the 13th Scenario, the dominant Portuguese team earns a corner kick. Fortunately for Portugal, its players still have plenty of energy for a team this deep into a game. Scoring from the set piece will definitely revitalize both their energy and spirits.



Control your team into a 2-3-4 formation and hit the Down C Button (Dash) to reassign the strikers who are stationed around the goal. When the Turks aren't marking your players, pass the ball to your teammates at the center of the 18-yard line—no canbared or valley the ball into the goal. If he misses, change, because the cross can confuse your opponent's into sinking the ball into their own goal!





The Six-Star Shootout Scenario ¹⁴

★★★★★

In the only six-star Scenario, ISS 64's toughest soccer situation pits your Dutch team against the English. Holland trails by three points, and with less than a minute and a half left, there's barely enough time to catch up (let alone catch your breath). England just kicked the ball out of bounds, and your throw-in could bring Holland a step closer to stomping past England. To score three more goals, however, will be an uphill struggle.



To score by in the final seconds, you'll have to boost up your offense. Push your team into the front zone, coordinate a 4-2-4 formation, then take the ball to the mid-fielder directly in front of you. Run the half back parallel to it as a decoy, then have him dash into the penalty box. Pass to a striker who can head the ball down into the goal or try shooting the ball into the corner of the goal.



Field of Schemes

To break through your opponents' cleverly orchestrated tactics, you'll have to have your strategy. Whip your entire team into shape with any of the 16 tactical formations.

make individual players place them in an unguarded area, or focus on a specific zone to shift your line of fullbacks, halfbacks, and forwards.



The U.S. Vs. the Best Scenario ¹⁶

★★★★★

In real life, Brazil has competed in more World Cup finals than any other team. Currently, Brazil is the best soccer team in the world, and ISS 64 has fittingly souped up the superstars to reflect their proficiency. Overcome by the best, the U.S. players are down by three, but their corner kick can narrow the gap to earn them bragging rights.



Brazil's offense and defense are easily controlled over any team, so familiarize an All-Offense and All-Defense roadblock to slow them down. A 4-3-3 formation will also keep the ball rolling for the links. To score with the corner kick, spin the ball into the goal with a banana kick. If you can't do out the winger, knock the ball to the goal box, then volley it into the corner of the goalmouth.



AMY TRAVIS ONLINE ADVENTURE



Heyez! NOAAmy here, telling you about the latest developments in the wild n' wooly world of Nintendo Power Source at www.nintendo.com! Since we signed off from America Online earlier this year, we've added tons of new stuff to our Web site. An E-Z search engine in our

Classified Information Code Bank makes finding cheats and tricks a snap. Huge, detailed strategy sections help you master your favorite N64 game. Oh, and then there's live chat, hosted by yours truly and my able pal, NOATravis! We're always improving and upgrading

our site, too. So surf on over to www.nintendo.com. You can even drop us a line and tell us what you think. It's as easy as clicking a mouse!





Welcome to the home page of www.nintendo.com, where it's OK to bash your way through closed doors without knocking! For the latest in select info, enter the Product Lab. The Newsroom is your main source for news you can use. If you want to contact yours truly, slash your way into Nintendo's headquarters! Clicking on the game icons will walk you away to strategy guides and reviews. As for that loathe-one guy running the elevator, he's your escort to Power Source's world-famous Louisville. Go on, go on, anyone!

NEWSROOM

After logging on, I always slide confidently through this convenient door on Nintendo Power Source's home page! Here I can check out in-depth game previews, exclusive interviews with today's hottest developers, and the latest developments in Nintendo's game-changing technology. Not long ago I gazed longingly on more than 20 screen shots of *Zelda 64*,

in the Newsroom had 'em, even though the game isn't scheduled to hit store shelves until this fall. Talk about a scoop!



COOL CONTESTS

They're here, they're there, they're everywhere! After logging on, I like to check the main screen and then the Loud House for hot new contests. For Blue Corp, for example, entrants had to guess which cities the dreaded runaway carrier would threaten! (It was all pretend, natch!) To promote the legendary Game & Watch Collector Game Boy, there was a short but snappy trivia contest. On the simple side, a weekly run across a Loud House contest in which you just had to enter your e-mail name and hit Return. It was a contest so simple, even Trav could enter it!

ASK DAN, THE ANSWER MAN

This slimy ring TV screen is your route to the only

TRAV'S GUIDE TO GETTING ONLINE

- 1 First, pour yourself a heavy beverage. Coffee the sunrise, warm the water!
- 2 Next, I turn on the computer. It's a lot easier than getting my TV Watching Game to start on a cold morning!
- 3 Without boots up, I warm up my mouse finger. Floccin, floccin out, Floccin, floccin out!
- 4 I search my Internet browser and log onto my Internet Service Provider. (See Amy's Online Column on the next page for info about providers.) If you have a commercial-like service like America Online, you connect to your browser.
- 5 In the Web address screen, I type <http://www.nintendo.com> and hit Return. Yucky! Yucky!
- 6 Voilà! I've landed first in on the most glorious gaming center on the Web! Now it's time to start clicking!



obtained straight from Shigeru Miyamoto's development team in Japan. Another in-depth article closed me in on the latest news on the Nintendo 64 Disk Drive. Believe me, I cast my brown eyes on a trunkload of screens, maps and development art for *Lemmings 64*. Those are reporters

whose voices you actually can hear on Nintendo games! Yes, Dan Osawa lent his golden throat to Super Metroid and the original Star Fox. Dan's also put in long hours with Shigeru Miyamoto and Rare, helping to perfect your favorite games. With experience like that, there's no doubt that Dan is the Web's number one source for straight Nintendo news. Ask your own question about the Rumble Pak, an upcoming game, or a wild rumor you've heard about Luigi Super Mario 64! E-mail us today. He's your man!

Can't decide which color you want for your Game Boy Pocket? Dan our rock Pocket Personal Quat!



AMY'S ONLINE DEFINED



Not long ago, I thought a GIF was what you got for your birthday! Now, though, I can talk like a real Webhead - or at least, *my* fake it. Check out my convenient list of Internet terms!

Bookmark-A list of your favorite Web sites. www.nintendo.com is at the top of my list!
BRB-Be Right Back. Use this in chat when you gotta go let your dog in!
Browser-Special software used for surfing the Web. Message and Microsoft America Online comes with its own browser!

Frame-A box used to arrange a Web site to make it easier to maneuver around. Nintendo Power Source typically loads articles in a big frame, while offering navigational info in one or two smaller frames.
Graphics Interchange Format-A special format for pictures and graphics that you can see on the Web. Great for making simple animations!

PRODUCT LAB

Don't let Bowser's mean mug scare you. Shove through his Web on Power Source's home page. You'll find yourself in the Product Lab, the Web's top spot for info on Nintendo games and systems! The Product Lab has detailed reviews on almost every new game for a Nintendo system, complete with screen shots. You'll find pages of technical specs on the N64, Game Boy and Super NES. Our store comes with third CDs and other great Nintendo gear. You can even subscribe to my all-time favorite magazine, *Nintendo Power*!

STARFOX64.COM

Star Fox 64 is such a great game, the Nintendo Power Source team wanted to dedicate an entire site to it. The result: www.starfox64.com.



F o x
 M cCloud's
 legions of fans
 should surf straight to this stellar Web site packed with

concepts, strategy tips, vehicle info and screen shots. The pros at Nintendo Power Source have also posted exclusive developer interviews and plenty more information on the making of this hot game. Oh, and did I mention that it has the Web's most ambitious mission of Andross, Fox McCloud's arch-enemy? We're proud that www.starfox64.com is Nintendo's first site dedicated to one game. In the future, you can look forward to exclusive Web sites dedicated to spoicing hot Nintendo games!



downloads and all-around great info. Send a private message to a fellow Star Fox 64 troik via the Message Center, or use the brand-new bulletin board to let the world know how you can't wait for Zelda 64. Push your way through a side door and I'll welcome you to a poolside chat party. Man, I love this place!

STRATEGY STRATEGY!

I love these gorgeous guides to Nintendo games. No more of that text-only stuff on America Online!



Recently I feasted my eyes on www.nintendo.com's huge Blast Corps guide. It's jam-packed with dozens of big maps and vehicle pics, plus blow-by-blow directions for mastering each stage as well as detailed specifications on each of the vehicles! Power Source strategy guides never team with bits of Frequently Asked Questions (FAQs). Hot links make it easy to find the precise bit of intelligence you're looking for. Whether you're playing a game for the very first time or are an old pro, Nintendo Power Source provides the most comprehensive game-playing info on the Web!

LOUD HOUSE

Don't let Fulgore scare you. Hop in the elevator on Power Source's home page and head down to the

GAME FAQs

Whenever I'm answering the phones as a Nintendo Game Counselor and someone calls me with a tough question, I go straight to Nintendo's exclusive in-house database for the answer. Thanks to the magic of the



Interested, much of that same great info is now available in the Load House! Game FAQs provide all the tips and strategies you need to conquer the most popular games, including every N64 game released so far. For Tetris, for example, you'll find a detailed walk-through for the entire game, advice on beating all of the bosses, and cheat codes. If you want to be a winner, you gotta check out the Load House FAQs!

CODE BANK

Last week I mightily impressed my Wave Race 64-playing friends by riding the dolphin! How, you ask? I just went to the Load House's Code Bank, typed in Wave Race and hit Search. "Ride the Dolphin" is just one of the thousands of tricks, passwords and codes packed into the Web's biggest database for Nintendo games. Our code compilers constantly check with developers and Nintendo's army of game testers for the latest and greatest secrets. Whether it's a classic NES game or the newest N64 Pak, if there's a code for it, you'll find it in the Code Bank!

CHAT

Ahhh, there's nothing better on a lazy summer afternoon than sipping a tall lemonade beside the Load House Pool and trading tips and chuckles with my on-line buddies. When I get the urge, I can take a full-gener of the High Dive or sun myself on the Deck. But if I'm seeking truly sassy game chat, I head straight for the cool confines of the Banglow,



hangout for some of the savviest game-players in cyberspace. Multiple rooms, private messages and other cool features make chatting here lots more fun than it was on America Online! Keeping the clever conversation bubbling along is my job. If you're not in the mood to chat, though, you can just check in, hang out and enjoy the show. Nintendo's chat is open weekdays 7 to 10 p.m. Eastern time, 4 to 7 p.m. Pacific. Thanks to the nice 'n' easy chat software, navigating our virtual pool party is as easy as taking off a diving board!

COMING UP!

Mark your social calendar for August 18 through 22. That's when we'll be sleepin' out under the cyber stars at the annual Camp Hyrule. Me and Tray will be just two of the cabin owners! There will be chats, music, hikes, arts and crafts, bad food from the chef, heck, even sailing! We'll announce a sneak date on at www.nintendo.com. Next week, I've always thought the Load House was a bit too messy. Trays, natch, they ain't way too clean. So we're going to split the difference and ride the Load House. The new name will be...oh...Studio 64! We'll keep you posted on the changes, so check back often!



HTTP—These letters at the beginning of Web addresses stand for HyperText Transfer Protocol. HTTP manages the transfer of Web pages over the Internet.

HyperText—Links that allow you to zip from one Web page to another. One hyperlink link will take you from www.nintendo.com to Nintendo of Australia, even though it's halfway around the world!

ISP—Internet Service Provider. Most people access the Web through one of these companies.

J/K—Joke. We tell lots in chat!

IChat—Wanna drop in chat and say hi? Just download this plug-in (see below) and you're on your way!

JPEG—Joint Photographic Expert Group, but nobody says that! Pronounced "jey-peg." Another format for Web pictures. Most screen shots are JPEGs.

Kbps—Kilobits per second. The bigger this number, the faster your Internet connection. Most modems today run at 28 Kbps or faster.

Plug-in—A special piece of software that you add to your Web browser for special, cool abilities. The Ichat plug-in lets you join in our daily chats.

Server—A computer that's home to a Web site. Nintendo Power Source is so busy, we have three! Smart, huh?

URL—Short for Uniform Resource Locator, but I just say "Eurl!" An URL is a web address. Nintendo Power Source's is <http://www.nintendo.com>.

Log-in to our chat!
7-10 p.m. EST
(4-7 p.m. PST)



BRBT!



That means "Be Right Back!" We gotta hop into chat now. Giving you a quick tour of the latest and greatest features of www.nintendo.com has been great! But remember, changes keep happening fast 'n' furious in the on-line world. Check www.nintendo.com daily for news updates, product announcements, hot new content and more. And you can always drop us an e-mail to let us know what you think!

"Greetings Mortal, are you ready to die?" Korak laughs at you. Actually, you're ready to win, because now you have the complete maps for all five areas in this diabolically complex maze, plus tips for foiling every trap. As you read on, note the color of each numbered step—all the maps are color coded. For example, since step 1 is green, you need to follow the green Seven Portals. Most vital you reach Step 5, which is blue, and refers to the blue Ice Guardian.

Maps. Connect the colored steps and find your way out of the darkness and down the path to victory.

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SEVEN PORTALS

1 Korak lets a tiny illusion at the beginning of the level to tempt the unwary. Walk into the traps as it begins to fade. It's okay if you get that sinking feeling—you're on an elevator leading into a courtyard.

2 You can mess around and fight Ettas in the courtyard, but eventually you'll realize that the monsters are regenerating. Go to the right side of the courtyard and pull the switch, then grab the weapon power-up at Step 2a.



3 Monsters started pouring out of this door the moment you pulled the switch in Step 2. Max out your life bar with Crystal Vials, then leap into the middle of the fray.



Seven Portals



4 After you defeat the monsters, grab the Blue Mana and take the elevator up to the portal to the Guardian of Ice.

5 Now you're chillin'—defeat the two Ettins and cautiously make your way to Step 6.

6 Yikes! The floor just sank ten feet. Retreat backwards up the staircase and defeat all the Ettins from a safe distance.

7 Grab the Amulet at Step 7 and pull the lever. Look closely at the floor and you'll see a reflection of a sword. Stand on the spot where the sword is pointing.



9 Pull the switch here. Now spin around and destroy the Scorpion that is sneaking up behind you. Grab a few Crystal Vials to recharge your life, then walk through the door leading to Step 10.



8 Another door is now open in Seven Portals. Go to Step 9.



10 Walk into the portal and find Step 11 on the Fire Guardian Map.

11 You're getting warmer. Avoid stepping into the rising lava ahead of you.

12 Leap across the lava and defeat the pesky flock of Abies flapping around in the next rooms. Ettins can't climb these stairs. Remain on the steps and blast all of them from a distance.



13 Pull the switch at point K. You've solved a shard of the complicated puzzle in Seven Portals. The room is filling up with monsters—again. Collect the Shield and clear the chamber.



Icons

-  Blue Mana
-  Green Flask
-  Pink Flask
-  Combined Mana
-  Green Mana



Ice Guardian



14 Remain on the stairs until you've defeated all of the bats in the room. These acrobatic creatures can't climb just the first step. Collect the remaining Blue Mana and walk to Step 15.



15 It's time to save your game. Sprint as fast as you can and leap for the ledge at Step 17. Now jump for the thin ledge that runs the entire length of the chamber's left wall.



16 Pull the switch here to open the door at Step 17. Now return to Step 17.



17 Defeat the Ahris before you inch along the ledge. Take the Flame Mask and return to the portal at Step 11.



18 Check your health status, then go to the open door on the lower right side of the courtyard.



19 Defeat the rising Bites and Ahris and pull the switch here. Turn around and wipe out the Serpent sneaking up behind you.

20 Collect the Mana and the Quartz Flasks, then step through the Steel portal.

21 Welcome to the realm of the Guardian of Steel. Slowly make your way up the stairs, defeating each Elite and Centaur waiting to ambush you. Maintain your distance from the foes and defeat them before they can reach you.



22 There is a hidden door in the corner of this room. Defeat the Serpent through the narrow wall slot before you open the door.



Icons

- ▼ Blue Mana
- Green Flask
- Pink Flask
- ▼ Combined Mana
- ▼ Green Mana

Fire Guardian



23 Hunt down and eliminate all the Serpents, Centaurs and Etlins wandering the corridors. Return to this elevator door, defeat the Serpent, and sink to a new loss.



24 Grab the Mesh Armor and pull the chain switch. Eliminate the Serpents locked in the adjacent chamber or they'll find you and even the score later in the game.



25 **26** After you pull the chain switch, make your way back to the portal at Step 21. Take your time and verify that you've eliminated all the lingering monsters. This will save you trouble later.

27 **28** Hey, who let all the monsters out! These Etlins, Aelits and Serpents are pouring from the open door at Step 23. Exterminate all of them before proceeding to Step 29.



29 Those gray creatures shooting ice balls at you are called Windigos. Fall back and destroy them one at a time or you won't survive this nasty snowball fight.

30 What's up with the shiny spots on the floor? If you step on one, you'll end up as artwork on the ceiling. Press Down on the direction pad to see the entire floor, then steer around the bright spots.

31 Those mean Windigos are materializing right out of the wall. Stand on the stairs and take them out from a distance, then walk directly ahead and jump through the portal.



32 **33** Welcome back to the realm of the Ice Guardian. This chamber looks empty, but there are several Etlins wandering around in the nearby passages. Dispose of all the Etlins now or they'll haunt you later in the level. Hit the switch at Step 33.

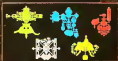


34 It's time to test your jumping skills. Point the directional pad down until you can see the ground in front of you. Now jump across the blocks of ice and rock until you've collected the Mystic Lin and Torch. If you fall you'll have to endure the criticisms of the crowd of Etlins watching your performance.



35 How is your health meter? You'll need your strength before you run through the trap in this room. Don't bother trying to collect the Crystal Vial—they're used as bait to keep you exposed to the shards of ice shooting in all directions.





35 Even if you thought you cleared out all of the Ettins, there's still one waiting for you here. Take him out and replenish your life meter. There's a huge battle waiting for you at the top of the stairs.



37 Pull the switch on the wall and jump into the room. Try to work your way into a corner and take the Ettin out from a distance. Grab the Assault of Wandering after you eliminate the foes.

38 Last time you were here you didn't have the Flame Mask. Open the door where the sword is pointing, defeat the monsters, and use the mask to get the Flux Key.



39 You can now enter this chamber, but you'd better have your best weapon equipped. Smash the wandering Wendigos before crossing the shilling floor. The broken floor will astoundingly restore itself in a few minutes.

40 **41** Pull the switch at Step 40 and watch the floor shift again. Don't get crushed by the ice! Take the Steel Key at Step 41, defeat the Ettin and work your way across the crevasses to the portal near Step 7.



Steel Guardian

42 **43** You're back at Step 8. Take the stairs up to Step 42, grab the Dragonskin Bracers and pull the switch. Now walk to the portal at Step 43.



44 **45** You're halfway through the stage! Now you're in the Fire Gauntlet area. Use the Flame Key at Step 44, **46** defeat the Ettin, hit the switch, ride the elevator and defeat the foes in the lower chamber. Go to Step 45 and repeat the same process until all the enemies are destroyed and you're at Step 46.

47 **48** Side to the top of the elevator at Step 47, **49** take the Chaos Device and run around and jump into the teleporter. Pull the switch to raise the stairs at the Seven Portals, then touch the star emblem on the wall to warp all the way back to Seven Portals. Max out your health gauge.



50 **51** Walk out into the courtyard and climb the new stairs up to **52** Step 51. Pull both of the switches here. One opens a door in the middle of the Guardian of Ice and the other opens the door to Step 52. Pull the switch at Step 52 and enter the portal.



Icons

- ▼ Blue Mana
- Green Flask
- Pink Flask
- ▼ Combined Mana
- ▼ Green Mana

Bright Crucible



53 You're back in the realm of the Steel Guardian. Stand in the alcove of the hallway and defeat the Ettin wandering in your direction.



54 Centaurs will use their shields to block your attacks. Try hitting them and retreating a step, then wait for them to drop their shield and hit them again. Distance is the best armor here.



55 Use the Steel Key on the door and take out the serpent waiting for you on the elevator. Drop down the elevator and flip the switch at Step 56.



56 Pull the chain and raise the stairs in the Seven Portals, then go back upstairs and flip the switch at Step 54. Guess what? Now you have to go all the way back downstairs to Step 57.



57 Collect the Banishment Device and pull the chain on the wall. You're outta here. Go to the portal.



58 From Step 58, go to the courtyard and climb the new stairway to Step 59. Pull both of the switches here, then make your way to the portal leading to the Ice Guardian area at Step 4. Max out your life gauge and prepare for battle.



60 Watch out you're being stalked by Afrits the moment you step out of the portal. Destroy the flying fiends before picking a fight with the packs of Ettins.



61 **62**

After the chamber is clear of Afrits, pull the chain on the switch at Step 61. There is a gap across a bubbling pool of lava to a chamber and a switch at Step 62. Make a running leap and pull the switch.



63 The switch opened a portal above Step 62. If you enter the portal, you'll arrive at Step 63 in the Realm of the Fire Guardian.





65 Inch along the chamber ledge until you're almost to Step 64. The darker wall is a trap that will push anything off the ledge. Carefully trip the trap, then quickly retreat backwards.



65 A walkway will rise from the lava when you trip the trap. Leap to the center of the room, flip the switch to solve half of the puzzle, then exit the Fire Guardian Room at Step 11.



66 When you return to Seven Portals, go to Step 4 and warp back into the chilly Realm of the Ice Guardian. You'll arrive at Step 5. Walk up and sprint through the trap at Step 66.



72 Clear out the Centaurs guarding the Torch before you leap to the center of the Realm of the Steel Guardian. When you grab the Torch, you'll receive a message proclaiming "Stones grind on the Seven Portals." Take either elevator downstairs to Step 73.



67/68 You flee from one trap and end up stuck in another. Hit the switch and defeat the Centaurs as quickly as possible. You'll have to dodge the dash as best you can, but the Centaurs are your ticket to safety—the chamber doors won't open until the Centaurs are gone. After the battle, heal up and go to the portal at Step 68. You're automatically warped to the Realm of the Steel Guardian.



73 A steel door will open here and you'll see the portal. If you deflected the Serpents way back on Step 26, you won't have any problems finishing off the Titan and reaching the portal.



69 You just dropped into the mother of all Wendigo wars. The first dash is just a warm-up act. Run to one of the corners where you see a hole and wait for the floor to sink. Jump in the hole and work your way up either location marked as Step 70.



74 These grinding stones at the Seven Portals indicate that the watery way to Bright Crucible is open. This is a secret area—the most dangerous maze in the stage. Defeat the monsters loitering around here and enter the crucible.



70/71 The iron floors and ceilings in this room smash together like pounding pistons. Carefully make your way through the metal maze masher to the switch at Step 71. Pulling the chain on the switch won't stop the moving floors, but it will give you access to Step 72.



75 Pick up the Disc of Repulsion, but don't use it unless you're surrounded. Defeat the Abits, then leap to the platform floating on the green slime. The green slime isn't toxic, but the Stalkers swimming in it are very lethal. Ride the left elevator out of the muck, and clear out the Serpents on the ledge.



76 Ride the elevator up to this ledge and defeat the Serpent guarding the Amulet of Warding. Centaurs are waiting for you just around the corner, so replenish your health gauge with a couple of Quartz Flasks. Keep moving to avoid the annoying fireballs from the Serpent tentacles in the distance.



77 That pounding heartbeat you hear is actually a room filled with fireball traps. You can disable the trap when you grab the Heart of D'Sparil. You'll find it glowing on a pedestal just above Step 77. Now that you have the Heart, destroy the Serpents in the room and work your way up to the tower at Step 78.



78 You had to run and swim through the chaotic landscape, but at least you made it here in one piece. Put on this Mesh Armor—you'll need it to survive the corridors leading to Step 79.



79 Use your remaining green Hectules on the squads of Etrus raving the halls. When you reach the room at Step 79, run up to the pedestal and place the Heart of D'Sparil. Now head for the stone stairway that just materialized near Step 80.



80 The narrow stairway leading up to Step 80 is an ideal location to set up a trap. The Serpents must file down the stairs one at a time to get you. After you destroy the Serpents, go to Step 80 and claim the Icon of Dandelion. Now head back into the swamp.



81 **82** The Stalkers lurking in the green slime aren't hard to defeat, but you'll have to wait for them to attack you before you can harm them. Make your way down the twisting canyon in the portal waiting to take you back to Seven Portals.



83 Your days at Seven Portals are coming to an end. It's time to move on to new adventures. Carefully approach the cage at Step 83, but defeat all of the monsters before you release the gate switch chain.



84 Before you leave, you'll find a piece of your ultimate weapon. The name of the weapon depends on which character class you selected. You'll find more pieces in other stages in the game.



85 **86** If you're one of those players who insist on collecting everything, you'll want to lock your gauntlets around this pair of Wings of Wrath. The trick is to make a running leap to the small ledge at Step 85. You'll earn your wings after you clear out the Serpents waiting for you. Use the rest of the regions surrounding Seven Portals.



SHADOW WOOD BECKONS

The gates of Seven Portals are open. You have passed the test of fire, ice and steel, but there is much work to be done before the land is free of Korak and his heinous hordes. Now you must find the six plates that unlock the silver door in Shadow Wood. As you walk, Korak appears and taunts you again. One day, if you keep your wits about you, you'll hunt him down and get the last laugh.

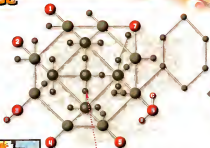


After a tiding a month off for some R and R, the experts at Blast Corps storm back with their explosive arsenal to rock your world once more. Part three of the Blast Corps strategies reveals how to conquer the planets, platinum times, expert levels and their bonus areas, so hold on to your hard hat, 'cause it's time to detonate the master blasting!

WRECHING HAVOC



Seven new, explosive stages open up in the expert level of Blast Corps. The runaway nuclear carrier is as unstable as ever, and you have more ground to cover (and pulverize) to create safe passage for the transport. Three new bonus areas lurk on the horizon, and, in the sky, the entire galaxy beckons you. Four planets and the moon become the team's playground after you've located all of the RUD's die six scientists, won gold medals in every earth stage, and saved the space shuttle from a crash landing. If you make a big bang in outer space to win interplanetary gold, you'll face Time Attack Mode, in which you must shatter speed records to claim the platinum medal.



START POINT

Blast from the past in Villano 05, we covered the first stage, Game Area Five, in the expert level, the map has explosively expanded.

© 1997 Nintendo/Panic. Game by Panic



EMBER HAMLET

	21		0
	20		0



The Ballista cycle and the Cyclone Suit are the only two Blast Corps demolishers you have at your disposal. Whether the sleepy little hamlet is to be or not to be depends on how soon you can storm into the Cyclone Suit to start clearing a path for the runaway nuclear carrier. It's easier to do a bang-up cleaning job in the Cyclone Suit, so immediately cycle the Ballista to the farmhouse at the A on the map, then launch a missile at the building's right front corner. When the smoke clears, you'll find the outfit. Park the Ballista, try on the suit, then tumble through the town to plow down a roadway to clear out the hazards that obstruct the danger zone.



A Race the clock to the sight of the tyranosaurus toward the Cyclone Suit to your advantage.



B Head for a pit stop at the Sly outback far left as it Knick it down, and you'll flush out \$10.



C Not only are marmosets holed up inside the stables, but a friendly sow polks around there, too.

ANGEL CITY

	22		0
	20		0



The Racklash is one of the laught vehicles to master, so you'd better be well-trained in dump truck demolition if you want to

keep Angel City from blowing sky high. To maximize your wrecking power, spin out so that you're at least parallel to the building you're targeting when you smack into it. Keep the momentum rolling, too—while it can be your undoing as it spins you out of control, it can also advantageously help you tear down city blocks in a single power slide.



A Recharge the gasoline pump. When it falls down and goes to base, its explosion will completely obliterate the service station.



B Drive over the mounds in the alleyway to boost and propel the Racklash through an entire building.



3 OYSTER HARBOR



From the ledge overlooking A, blast the crates blocking the Ramdozer. Run over and man its controls to bulldoze the witch of crates in the carrier's way. Park on the dock by the crane. Set the crane's platform on the dock, then dose TNT onto the platform. Lower the TNT onto the middle of the bridge blockade, then drive the Ramdozer across the bridge blockade, then drive the Ramdozer across the bridge. Destroy Building C, fill its hole with the diamond block, then fill the other holes. Diamond the carrier's path with the barges, then park the dozer on the first barge and captain it to the left. Load TNT onto the barge, sail back, then plow TNT into the last building by the goal.

25	1
10	1



A Don't waste time with the Buldozer. Limit only to blowup the crates blocking the much quicker Ramdozer.

B In case you don't blowup the entire blockade the first time around, load two TNT units on the crane so you'll have a second chance.



B Park the dozer by the second barge, then run to the third barge and pilot it. Cross the bridge, move the second barge, then drive the dozer to the first barge and sail off for the TNT.



C Save the diamond block to plug the hole under Building C. If you use it elsewhere, you won't be able to reach the other blocks.



4 DIAMOND SANDS



As rugged as it may seem, the Backlash dump truck is actually unable to generate enough power to drive across the train tracks that divide Diamond Sands in half.

16	0
20	0

When you ram one of the shelters sitting on top of the tracks, only the half of the building on your side of the railroad will crumble into dust. To destroy the other half, work through the underpass to cross the tracks and finish the job from the other side. Continue weaving back and forth across the tracks to destroy the line of shelters. If you destroy the two blue gas tanks, the entire second shelter will explode into oblivion. To save Building B, smash crates of TNT into it.



A The houses at Anamore your starting area, testing your ability to run the shell suit, to create more open-out spaces, demolish the houses.



B Don't bother blowing up the right side of Building B—only the left side of it blocks the train tracks.

6 OBSIDIAN MILE



If you get the sense of déjà vu, it's because Obsidian Mile is the twin city of Angel City. Twin sister, in fact. The main difference is that Obsidian Mile reveals its almost-identical sibling by forcing you to wear the Cyclone Suit to save the city from the mother of all destruction. Quickly tumble up some edifice wrecks by approaching the buildings from their sides and pulverizing them lengthwise—your momentum should speed you through most or all of the building. As in Angel City, crush the gas pump to destroy the service station in a single blow.

	13		0
	12		0



A Devise your attack by surveying the danger zone in Mission View mode (press the lower C button).



B You'll keep tumbling after rolling through a building so it's best to aim it right through B.

6 CRYSTAL RIFT



All aboard! Pilot the train across the pass and station it at the landing zone A. Drive the Skyfall dune buggy off the flatbed and down the quicker path, A. Right before you spill into the pothole, fire up your turbo boost to rocket your buggy off the cliff. Down in the valley, build up speed and power by driving off the ledges to knock down the buildings with smashing success. Once Area B is cleared, race down the road to the landslides. Hop in and mow down the rest of the danger zone, then scoot the four blocks into the four holes.



A From the train, navigate the Skyfall through Path-A on your left. If you're far for the other path, you'll have to work much faster to demolish the buildings.



B The Skyfall packs the most punch when it powers onto targets. Powerfully launch the dune buggy into buildings by turbo boosting out of the pits.



C To reach the Canyon Me, push the block in C across the road to plug the hole in the tunnel.

	15		2
	10		0





MAJOR LEAGUE
Baseball
FEATURING
KEN GRIFFEY JR





*Coming Soon To The N64
From Nintendo*



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NINTENDO
POWER

GLORY CROSSING

	14		0
	10		1



The Backlash once again wears its damper to demolish a thoroughfare for the nuclear transport. If you thought the dump truck was unwieldy enough, the terrors of Glory Crossing makes maneuvering an even tougher task. The truck can gain enough speed to spin out only when it is on a road or smooth surface. However, most of the danger zone is blanketed in grass. If you need to whip the vehicle into some offroad sliding, begin the spin on a suitable surface—momentum will keep the Backlash spinning even if its wheels skid onto the grass.



A Begin the spin about half a mile long from your target. If you wait too long, you'll make it too tight.



B For quick demolition, swing into your target with the Backlash. You can spin out only on smooth areas, so, whenever possible, try to spin on a dirt truck track.



C After finding the last score fast, your team will be ready to conquer the bonus areas and, soon, the entire galaxy.



BONUS AREAS

Until you win the gold medal in the three new bonus areas, the nuclear threat will still loom on the loose.

A GIBBON'S GATE GOLD 2:00



Use an exciting Gibbon's Gate, you'll come down with an inside scoop of the Wild West. To guide you a way, find all the skills to be; the one you'll harness to control you. As you participate through the arena, the winning dance eventually will take a hand. The pack will break up, however, if your path strays too much.

B DARK HEARTLAND GOLD 1:30

Use your machine wisely, since the Backlash's power to run and dig is weak. The prime buildings to run are the movement targets with the hillside and its weight-bearing capabilities. Give your cycle's remaining power a boost by operating over the rails in the patch of rocky ground adjacent to the apartments.



C FALCHION FIELD GOLD 00:30



Study an map of Falchion Field, to cross Falchion Field across its landscape. From your starting point, fly toward the bottom of the screen to destroy the gas plant. Follow the same tracks to stop the second gas plant, then fly toward the L-shaped building to destroy the other plants located about the residential area of the town.



sider Preview

**NINTENDO
POWER'S
GUIDE TO E3**



**NINTENDO
POWER**



roduction

E3 And Beyond

The majority of new video games may be revealed in the final three or four months of the year, but they are previewed at the Electronic Entertainment Expo, or E3, early in the summer. This year, retailers, journalists, and industry players from around the world will gather in Atlanta in June to check out the hottest games for the upcoming season. Nintendo Power has compiled this exclusive, insider preview of the awesome N64 lineup that will debut at the show. Some of these games were so top secret that they have never even been mentioned to the public before. Prepare to be amazed.



Nintendo Power Previews E3 in Atlanta and Upcoming N64 Games

THE POWER OF N

This year's E3 show in Atlanta will prove that the past nine months gave gamers just a taste of the power of the N64. The new games being shown here continue pushing the boundaries of interactive entertain-

ment, innovation and intensity. Super Mario 64, Wave Race 64, Turok: Dinosaur Hunter and Mario Kart 64 stunned the gaming world last year. This year, expect the games to go even farther with dozens of titles filling out

the growing N64 library featuring the highest quality gaming, graphics and fun found on any video game system.

"The N64 reached the two million mark in just five months, while PSX took all of 15 months, and Saturn took 21 months to reach only one million units."

—Peter Main, Nintendo of America's Vice President of Marketing.



In the following pages, you'll glimpse the Power of N in many shapes and forms. We'll look in on the midlands of England where Rare Ltd. continues to see developers and gamers with the highest level of technical excellence. Rare and Nintendo

unveil a number of exceptional titles this year—titles that are sure to be heralded as the new standard in the industry. No less magical are the games in progress in Japan at Nintendo Company Ltd. under the direction of the most talented and

prolific game developer of all, Shigeru Miyamoto. But Rare and Nintendo aren't alone. The N64 has enough power for everyone, and developers from around the globe are discovering that they

can take their games to the Power of N in innumerable ways. Acclaim's developers at Igama Entertainment and Probe Entertainment have tapped the power in their upcoming titles, NFL Quarterback



Club '96 and Extreme-G. The developers at Acclaim captured the power of N for THQ's WCW VS. NWO: World Tour, while Boss Studios is using the power to bring Kenaco's Top Gear Rally to life. This list could go on and on, from the incredible dream shop at DMA Design's Body Harvest and Space Station: Silicon Valley) to the energetic arcade action coming at you from Midway (San Francisco Rush). But the best way to let you feel the Power of N is to let you see



it for yourselves. And that's exactly what you'll do when you turn the page.

RELEASED N64 GAMES

- BLAST CORPS
- CRUISE USA
- DARK RIFT
- DOOM 64
- FIFA SOCCER 64
- HEXEN
- KILLER INSTINCT GOLD
- MARIO KART 64
- MORTAL KOMBAT TRILOGY
- NBA HANGTIME
- PILOTWINGS 64
- STAR WARS: SHADOWS OF THE EMPIRE
- SUPER MARIO 64
- TUROK: DINOSAUR HUNTER
- WAR GODS
- WAVE RACE 64
- WAYNE GRETZKY'S 3-D HOCKEY



ovation

Rare Gifts

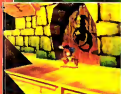
What makes this developer and its games so special? A lot of competitors would like the answer to that. Rare has been planning for today's world of the N64 for many years. Joel Hagenberger and Tim and Chris Stamper, the fearless leadership team at Rare, knew, back in the 8-bit era that the future belonged to advanced technology. They recognized that a new generation of super games would be required once the new processors were available. Donkey Kong Country was just a taste of what the future had to offer. At this ES, with the worldwide debut of Banjo-Kazooie, GoldenEye and Conker's Quest, Rare is finally realizing its dream.

BANJO-KAZOOIE

Banjo-Kazooie takes a page from Disney in creating a rich, animated world full of fun animals and great music. The biggest difference - is that Disney never lets you into the picture.



In contrast, Banjo-Kazooie players control the team of Banjo (a bear) and Kazooie (a bird) as they explore a magical world. Each character has specialized functions, so if you want to slomp into you use Banjo



and if you want to fly around a tower you use Kazooie. When you combine the abilities of bird and bear, you get the most versatile video game hero/hero ever, but the world in which the duo travels is even more impressive than the incredible game design. Rich textures, creative lighting, and the use of the N64's powerful anti-aliasing, LOD management and other features results in an almost cinematic image. Combine this with music that changes subtly as you move through the world and animated characters who seem as alive as any Disney character, and you have a remarkable game.

Banjo-Kazooie is slated for a full release in North America and is guaranteed to be a massive hit on the scale of DMC.

Banjo-Kazooie

Publisher	Nintendo
Developer	Rare Ltd.
Size	128 Megabits
Complete	60%
Release	Fall 1997

- Banjo-Kazooie
- Conker's Quest
- GoldenEye



CONKER'S QUEST

Conker's Quest is the working title of a one-player game starring a hard-boiled squirrel that also looks as if he just stepped out of a cartoon. He, or perhaps she, is an animated fella, or perhaps something else. Conker's Quest will be the first game published by Rare under the Nintendo-Nintendo partnership and scheduled



to be exclusively for Nintendo. As in Banjo-Kazooie, the action in this game will take place in an open, 3-D world in which animals are the heroes and villains. Conker and Barry, a girl squirrel, are up to snuff about solving puzzles and indulging themselves with well-placed snacks.



from their bushy tails. A release date for this incredibly rich game has been set for December.

Conker's Quest

Publisher	Rare Ltd
Developer	Rare Ltd
Size	Undisclosed
Complete	40%
Release	December 1997

GOLDENEYE

Perhaps the most amazing game ever, this one turns out to be one you've never heard of, but not like this. GoldenEye has undergone significant development since it was last progressed in Nintendo Power. The game now sets a new standard for first-person action games, both in game play and presentation. It's



no longer just a shooter. In the next mission, Bond has a long list of mission objectives to meet. Instead of seeing everything in sight, you can now sneak through certain areas, download computer secrets, find hidden items, track down, save innocent people, drive a tank and use cool gadgets like Q Branch. So there's a lot to do.



There's also a lot to see and hear. Most of the 3-D scenes are lit and filled with hidden items and characters. For example, in Tropic Disaster Hunter, the huge areas were masked with fog so that your line of sight was limited. But in some stages of GoldenEye, you can see the equivalent of miles. As for graphic splendor, GoldenEye goes to unbelievable lengths. The animal characters move and behave like real people. They also have enough intelligence to lead you through the corridors of buildings or track you through a snow of Siberia. The multi-player mode and options may be the best found in any game. GoldenEye also makes excellent use of the new Nintendo Pak.



GoldenEye 007

Publisher	Nintendo
Developer	Rare Ltd
Size	96 Megabits
Complete	100%
Release	August 1997





genius

Miyamoto's Magic

No single human has had as much influence on video gaming as Nintendo's Shigeru Miyamoto. It should come as no surprise that the creator of Mario, Zelda, Yoshi, Fox McCloud and dozens of other beloved characters drove the development of the N64 by his vision of what games could become. His vision today continues to extend into previously undreamed of realms of gaming with his development of *Zelda 64*, Yoshi's Island 64, *F-Zero 64*, *EarthBound 64* and other Nintendo 64 Disk Drive titles for '98 and beyond. *Zelda*, *Yoshi* and *F-Zero* will appear in demo form only at E3, but anyone who sees these tapes will see at once both the depth of gaming and the quality of the technical accomplishments of these games.

ZELDA 64

Zelda 64 follows in the footsteps of the greatest adventure series of games ever conceived. The Legend of *Zelda* and *Zelda II: The Adventure of Link* for the NES have gamers open worlds filled



with mystery and danger. They were free to explore large worlds and interact directly with good guys, bad guys, magical beings and puzzles. In *The Legend of Zelda: A Link to the Past* for

Zelda 64

Publisher	Nintendo
Developer	EAD/Nintendo
Size	128 Megabits
Completion	50%-70%
Release	Early 1998



the Super NES and *The Legend of Zelda: Link's Awakening* for Game Boy, Mr. Miyamoto made the worlds even



richer while preserving essential elements of the game like direct combat and

manipulation of the environment. Now, in *Zelda 64*, it is the interactive element that reaches new levels. Players will move about in 3-D space with Link as he explores the dungeons, towns and wilderness areas of the game. Extraordinary graphics effects are making *Zelda 64* one of the most beautiful games ever created, as you can see in these screens. What you can't see is the sensitive, feel that



you will get playing the game. As in *Star Fox 64*, *Zelda 64* players



will deal with many characters and the story or events that take place during the game will come alive in dialogue and 3-D animation. *Zelda 64*, at 128 megabits, should be the undisputed heavyweight when it is released early next year in North America.



- **Zelda 64**
- **Yoshi's Island 64**
- **Star Fox 64**



STAR FOX 64



The best news of all from Shigeru Miyamoto's Magical toy box is the arrival of Star Fox 64.

With the direct feedback experience of the Rumble Pak, and character speech throughout the game, Star Fox 64 takes immersive gaming to a new level. In a recent interview with Nintendo Power, Mr. Miyamoto told us that Star Fox 64 is a game for players of every type: male, female, young and old. "It is balanced so that players of any skill level can play

the game in their own way. But you need good motor skills to get all the medals or finish the expert mode." The dogfighting in Star Fox 64 may take place at blinding speeds, but the controls are

so intuitive and smooth that players slip on the role of ace pilot as easily as they might slip on a banana-peel—and it's much less painful. The deceptively simple Rumble Pak adds yet another dimension of reality to the already packed Star Fox 64.

Star Fox 64

Publisher	Nintendo
Developer	EAD/Nintendo
Size	96 Megabits
Completion	100%
Release	June 50th

You feel every enemy shot rock the controller in your hands, like a flight stick that jerks when a plane is slammed by a missile. It adds to the sense of surprise and anticipation. Once you've played Star Fox 64 with the Rumble Pak, you won't want to fly without it.

slip on the role of ace pilot as easily as they might slip on a banana-peel—and it's much less painful. The deceptively simple Rumble Pak adds yet another dimension of reality to the already packed Star Fox 64.

YOSHI'S ISLAND 64

Other contenders for the title may also come from the Miyamoto, fruit of Nintendo's EAD development group. Yoshi's Island 64 is forging a new path for 3-D action games, utilizing the power of the N64 to create

stunning' back-grounds and sprites in a complex platform adventure. The game is based on the 1st Super-NES title from two years ago, but it goes much further in its goal of presenting a rich, artistically unique gaming world. In Yoshi's Island, both game designers and game artists leave their mark on the canvas. Mr. Miyamoto says that the game will try to make new, creative uses of the N64 Controller as well.



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Yoshi's Island 64

Publisher	Nintendo
Developer	EAD/Nintendo
Size	96 Megabits
Completion	50% 70%
Release	Fall 1997





tic

Scanning the Globe

Nintendo of America has searched the globe for quality games to add to the N64 library. This fall, three of those games will make their debuts in North America: **Mischief Makers** from Enix in Japan, **Tetrisphere** from H2O in Canada and **Body Harvest** from DMA Design in Scotland, which just proves that the power of N is a worldwide phenom-en-N.

MISCHIEF MAKERS

Mischief Makers was released recently in Japan by Enix under the name *Go, Go Troublemakers*. Under a new name in North America, and with translated screen text, **Mischief Makers** becomes the first pre-rendered, 2-D action game for the N64. Some people are calling it a 2-D game like *Yoshi's Island 64* since the backgrounds and sprites were originally rendered in 3-D. No matter how many Ds there are, the game is full of action. Marina, a robot in search of

the scientist who created her, stars in this side-scrolling title. Through five, 12-stage worlds, Marina practices an unusual method of combat as she attempts to grab and shake her opponents into submission. As for the story, apparently, the Emperor of Nerdoro has raised an evil army that stands in Marina's way. As you might expect from an Enix game, **Mischief Makers** has an involving plot with lots of characters to talk to, even though this is an action title, not an RPG. Other adventure elements include item shops, hospitals, villages and puzzle-solving. **Mischief Makers** is a true hybrid, mixing action and adventure elements with rich ACM graphics.



Mischief Makers

Publisher	Nintendo
Developer	Enix
Size	96 Megabits
Completion	100%
Release	October 1997

- Mischief Makers
- Tetrisphere
- Body Harvest



BODY HARVEST

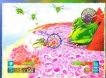
Body Harvest from DMA Design presents a puzzle of another sort. In this game, you must go backward in time to counter an invasion of alien insectoid creatures who are wiping out (and devouring) humanity in your own time. When you do so, you find aliens swarming over the landscape, so it's up to you to do what you do best, which is sweat them. At your disposal are more than 90 vehicles, some specially designed for



treacherous landscapes. The six levels are broken into four stages each, and each level corresponds to a different place and period in time. For

example, your first bug hunt takes place in Greece in 1916. The ambitious project has gone from an early action game design to what is now being called an action-RPG because there are puzzles and characters as well as shooting. With a track record that includes hits such as Lemmings and Unraveled, DMA Design has proven to be one of the most creative game developers in the

world. Body Harvest holds true to that legacy.



Body Harvest

Publisher Nintendo
Developer DMA
Sitec Undisclosed
Completion 50%-60%
Release Fall 1997

TETRISPHERE

The long-awaited Tetrisphere is finally on its way, and the wait was worth it. The first action-puzzle game for the N64 makes use of the 3-D capabilities of the system both for the graphics and game design. At the heart of Tetrisphere is a sphere composed of different pieces shaped like Tetris blocks. By dropping similarly shaped blocks on pairs or larger groupings of adjacent blocks on the sphere below, you knock off blocks to reveal what's in the center of the sphere. When you get to the center, you win. The six modes of play include Rescue, VS. (a two-player mode), Time Trial, Hide-and-Seek, Puzzle and VS. CPU. The play is captivating, which should come as no surprise since Alexej Pajitnov, the creator of Tetris, consulted on this game during its development.

Tetrisphere also features a techno soundtrack and a useful training mode for learning the intricacies of this unique puzzle.



Tetrisphere

Publisher Nintendo
Developer H2O
Size 64 Megabits
Completion 100%
Release Summer 1997



tense

Real Sports



Gamers anxious to play their favorite sports on their favorite video game system will soon have more options than ever before. N64 sports games have been slow in coming, but their quality has been exceptional. Wayne Gretzky's 3-D Hockey, FIFA Soccer 64 and International Superstar Soccer 64 (a.k.a. J League Perfect Striker in Japan) have raised the bar for sports simulations on video games. With Nintendo's MLB Featuring Ken Griffey Jr., ISS 64 and NFL Quarterback Club '98 from Acclaim, the bar goes even higher...and the names seem to get even longer. Whether you consider pro wrestling a sport (or just entertainment), there's no doubt that THQ's WCW VS. NWO: World Tour will be a winner, as well. So strap on your virtual cleats and head for the field. It's game time.



The development team included experts from Intel, Nintendo, and Major League Baseball, not to mention Ken himself. The resulting baseball experience combines realism with fun. Reality, apart from the 35,000 frames of incredible animation, comes from MLB and MiLB licenses. You get real teams, real players, even real stadiums modeled in 3-D. For fun, you get



MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

Ken Griffey Jr. spent several days on set with the development team at Angel Studios last year—literally. He says they'd soon head to the real major-league stadium that provided the authentic data for his signature picture-perfect swing. It's almost eerie how real Junior looks in

Nintendo's upcoming baseball game when you see him swing the bat and belt the ball over the fence. You can almost hear Roger Maris' groan. Certainly the simulation will turn heads when MLB Featuring Ken Griffey Jr. hits the shelves this September, but the game play will keep baseball fans glued to their N64s.

Major League Baseball Featuring Ken Griffey Jr.

Publisher	Nintendo
Developer	Angel Studios
Size	96 Megabits
Complete	80%
Release	September 1997



power play, one-on-one matchups, Home Run derbies, World Series action, and teams that you can edit to create the ultimate fantasy lineup. You also get intuitive use of the N64 Controls, with the C buttons regenerating the diamond and the Control Stick giving you precision control over pitch placement. They say that baseball doesn't really heat up until September, and this year, they're right.

Major League Baseball® Featuring Ken Griffey Jr. and Ken Griffey Jr. Presents Major League Baseball® Game Play Software—Major League Baseball® trademarks and copyright are used with permission of Major League Baseball Properties, Inc. © 1997, Nintendo. Licensed Major League Baseball Player Association.



• Major League Baseball
Featuring Ken Griffey Jr.

• NFL Quarterback Club '98

• WCW VS. NWO: World Tour

• International
Superstar Soccer 64

NFL QUARTERBACK CLUB '98

NFL Quarterback Club '98 is the stunning creation of Iguana Entertainment, the developers of Turbo Dinosaur Hunter. Even at this early stage, QB Club looks amazingly realistic, both in the level of detail and the quality of the animation.

When you combine QB Club with a camera that can zoom right into the huddle or float above the stadium to catch a soaring pass, you get the most realistic football game ever made for a video game system. It may sound like a stretch, but QB Club will change the way you think about sports games.

Action has included a full team of licenses, as well, including the NFL and NFLPA, along with the NFL Quarterback Club competition. Best of all, the Packers will be featured in the game, both as a character and as a developer of custom plays.



NFL Quarterback Club '98

Publisher: Acclaim
Developer: Iguana Entertainment
Size: 96 Megabits
Completion: 50%
Release: November 1997

**INTERNATIONAL
SUPERSTAR
SOCCER 64**

The other football, which we still stubbornly call soccer here in the U.S., is featured in Konami's International Superstar Soccer 64.



ISS 64 features excellent arcade-style control for one to four players in an international soccer competition setting. The tightly synchronized play-by-play announcer calls the shots as accurately as a live announcer, which is pretty remarkable for a video game. Even more impressive is the AI of the computer-controlled players, who seem to anticipate your moves and needs. Due to release in July 1998 it is the ultimate kick.



International Superstar Soccer 64

Publisher: Konami
Developer: Konami
Size: 64 Megabits
Completion: 100%
Release: July 1997

**WCW VS. NWO:
WORLD TOUR**

Calling professional wrestling a sport may be a stretch, but the action and animation in WCW VS. NWO: World Tour makes for pure, multi-player fun. In Japan, this game will be released as Ultra Battle Royal by Asmik, but here in North America, THQ has added the WCW/NWO license and



included dozens of the most popular wrestlers on the circuit. In all, there will be 50 or more wrestlers, each with more than ten special moves. The action inside and outside of the ring is fast, furious and fun. Some of the moves are so spectacular (not to mention ridiculous) that they will never be matched in the live ring. That lack of reality just adds to the appeal of WCW VS. NWO, since the name of the game is spectacle.

WCW VS. NWO: World Tour

Publisher: THQ
Developer: Asmik (Japan)
Size: 96 Megabits
Completion: 60%
Release: Oct/Nov 1997



Adventures and Dreams

Although gamers around the world are dying to get their hands on *Zelda 64*, plenty of other adventures and RPGs are on the way for the N64 from Nintendo and other publishers. Currently, it looks as if 1998 will be the windfall year for epic games, but the flood may begin earlier depending on the speed of development.

EARTHBOUND 64

We don't have a great deal of information on any of these games yet, but we have seen screen shots of them all, which reveals a lot. *Earthbound 64* from Nintendo is presently scheduled to be the last game for the Nintendo 64 Disk Drive now that *Zelda* will appear in Game Pak form before being released as an expanded Nintendo 64 Disk Drive version. Even though the game won't appear for some time,



Earthbound 64 already shows bizarre, dark periods. The many scenes that are set to us over the past several months from the development team at EAD only serve to whet our appetites for this unusual epic title. Already we have seen a shadowy, hazy region, the village of Toronty and a great battle that takes place in the desert. We have even met characters such as Eysler, who wanders in the woods and Dorian, who sleeps all day like the original *Earthbound* for the Super NES. *Earthbound 64* departs from the *Dream* tradition of most RPGs and introduces players to a strange and often humorous world. With Shigeru Miyamoto directing the project, we expect great things.



Earthbound 64

Publisher	Nintendo
Developer	EAD/Nintendo
Size	512 Megabits
Completion	40%
Release	1998



- EarthBound 64
- Dracula 3-D
- Goemon 5
- Quest 64



GOEMON 5

Konami's Legend of the Mystical Ninja (which is not a final name) is called



Goemon 5 in Japan. The game is an adventure featuring action and RPG elements. While players can walk

any freely about in most stages, there is a linear progression to the sequence of



play. Also, expect some variety, both shooting or fighting. Since you have to battle enemies by hand, rather than by using a battle menu, the game has more of a legend of Zelda feel than that of a true RPG. The cartoon graphics depict traditional Japanese themes, but the play is classic video game stuff that no gamer will have trouble understanding.



Goemon 5

Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	50%-70%
Release	Winter 1998

DRACULA 3-D

Konami's second adventure title, Dracula 3-D, harkens back to the Castlevania series, but vampire hunting in 3-D will be a much greater

challenge. Gone are the side-scrolling traps and enemies of the original series, replaced with full 3-D environments. The new generation is set in a haunted mansion, including swords, magic and acrobatic jumps and abilities to help them. There are the creatures. Combining action with RPG tradition, and they should count as a game that falls squarely into the realm of adventure. In fact, some of the first screen shots look of Dracula 3-D are easily mistaken for shots of Zelda 64. That's quite a compliment to the developers in Osaka. This one will be big.



Dracula 3-D

Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	40%
Release	Winter 1998

QUEST 64

As for THQ's Quest 64, which may well receive a new name very soon, almost nothing is known of the story. Power has previewed a

very early walk-about version in which we hiked through a mountain village, met a few villagers, then continued up into the hills. It was obvious from this quick look that the development team at Imaginer in Japan has a good eye for detail and a sound understanding of the hardware. (Other imagination games such as NBC and Tower Tro Baseball have looked equally well-crafted.) Quest 64 should appear in 1998, probably by early Spring.



Quest 64

Publisher	Konami
Developer	Konami
Size	Undisclosed
Completion	50%-70%
Release	Early 1998

Speed demons of the world no longer need to go to the race track for their motor sports. Seven racers are in the works for release by the end of the year or early in 1998. We've taken them all for a spin, except for *F-Zero*, which will appear at E3 only as a demonstration video. Of the other racers, each has its own strength.

SAN FRANCISCO RUSH

San Francisco Rush will be familiar to arcade players who have made it one of the top quarter-marchers of the year. Midway's Atari Games development group (which created *Gratzky's 3-D Hockey* for the N64) excels at



making N64 versions of their top arcade releases. In the case of *Rush*, expect incredibly high speeds, branching courses, crash damage, realistic

graphics and sound, and at least twice as many tracks as are in the arcade game. Now that's a rush.



San Francisco Rush

Publisher	Midway
Developer	Atari Games
Size	64 Megabits
Completion	60%
Release	November 1997

TOP GEAR RALLY

Top Gear Rally from Kemco is the dream game for racing fans who want rally in whopping doses. An exacting physics model makes the cars in *Rally* more realistic than anything else on the virtual road. One lap on these challenging courses takes as long as three minutes to complete, so a race of three laps will keep you glued to the tube for about ten minutes. That's a lot of concentration, but the reward is great, too. As for the graphics, Boss Game Studio has created some of the most realistic cars and road environments ever, rivaling the high-powered arcade machines. Race fanatics will eat this one for breakfast, lunch and dinner, not to mention constant snacking. We expect the racing for one or two players to begin in September.



Top Gear Rally

Publisher	Kemco
Developer	Boss Game Studio
Size	64 Megabits
Completion	70%
Release	September 1997

LAMBORGHINI 64

Let us never think that your N64 would put you in the driver's seat of a Lamborghini Diablo. But *Lamborghini 64* does just that, pushing the polygons for a realistic-looking road racer featuring some of the coolest cars in the known universe including Lamborghini, Ferrari and Porsche. With an arcade mode, tournament mode, time trial mode and VS. mode, players will have lots of ways to drive



these dream cars. The two courses in *Lamborghini* feature a wide range of driving conditions and challenges for both arcade and simulation drivers. This will be the game for players who dream of the good life.



Lamborghini 64

Publisher	Titus
Developer	Titus
Size	64 Megabits
Completion	50%
Release	September 1997

- F-Zero
- Extreme-G
- F-1 Pole Position
- Lamborghini 64

- MRC
- San Francisco Rush
- Top Gear Rally

F-1 POLE POSITION

The big daddy of racing is Formula 1, and the sleek F-1 cars are designed with only one goal: to cross the finish line first. F-1 Pole Position sets you down



behind the wheel of a hot, Formula 1 racer on one of 16 international courses. Ubi Soft hopes to include a license for real races, drivers and teams. The developers at Human

in Japan emphasized realistic handling utilizing the N64 Control Stick to give players the feel of the road. Final tweaking of the game's graphics is going on now. We expect a fast, realistic six when F-1 is ready for the green light this fall.

F-1 Pole Position

Publisher	Ubi Soft
Developer	Human
Size	64 Megabits
Completion	80%
Release	October 1997

MRC

Multi Racing Championship, also known as MRC, was picked up by Ocean of America from Imaginer in Japan. This rally racer features nicely varied courses



with changing conditions. It's not just the road surface that changes, but time of day,



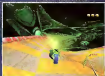
lighting and weather conditions, as well. MRC also scores points for having branching courses and two-player options. In addition to that, it looks like MRC will also support the Burnside Pak to give you an even more realistic driving experience. The experience is pretty great even without the Burnside. Tight steering that's easy to master makes MRC one of the most playable races in the N64 lineup.

Multi Racing Championship

Publisher	Ocean
Developer	Imaginer
Size	96 Megabits
Completion	100%
Release	August 1997

EXTREME-G

Extreme-G from Acclaim may be one of the hits of the season when it is released this fall. This futuristic motorcycle racer has you circling through sci-fi settings while blasting your opponents with lasers. The courses contain jumps, twists, branches



Extreme-G

Publisher	Acclaim
Developer	Probe Entertainment
Size	96 Megabits
Completion	50%
Release	October 1997

and hot guys who shoot back. The graphics look good and the speed is very high. The development group at Probe Entertainment has grasped the horns of the N64 and clearly knows how to control the beast. The track settings range from a futuristic city and space port to subterranean courses. We can hardly wait to see this game with all of the bells and whistles in place.

F-ZERO 64

Finally, F-Zero from Nintendo has a lot to live up to. The Super NES F-Zero set the standard for speed and challenge in 16-bit racing. F-Zero 64 may well do the same thing for the N64. Mr. Miyamoto is very excited about this one and talks about a year-end release for the game in Japan, which suggests that North America will see F-Zero in early '98. All in all, it's bound to be a very fast year as the N64 claims the crown for speed.



F-Zero

Publisher	Nintendo
Developer	IAD
Size	Undisclosed
Completion	30%-40%
Release	Winter 1998



credible

Future Look

Even more N64 games will appear at E3, some on the show floor while others are screened behind the scenes. On these final pages, we'll take a look at many of the games that should be in Atlanta in one form or another. All of these games should also be released within the next nine to twelve months, assuming that development continues smoothly... end that can be a big if. We'll give you our best, insider read on them—all-end possible E3 surprises.

THE LINEUP

Midway's prolific lineup will continue to grow with *Kobaltan 64* in August and a whole slew of games in November and December, some of which may slide into the new year. Our look at an early version

Mace 64



of *Mace 64* revealed very crisp graphics and movement, but just one playable fighter and limited moves. *Mortal Kombat Mythologies*, starring the Zero in a first-of-3-D action game, may turn out to be a big add. *Ein Frodo* won't be shown 'til E3 at all and should be released after the current season's games, probably next year. Midway also has to sneak *Quake* into the lineup by year's end. Finally, *Wipeout* and *Wipeout 2* and *Jeet 64* are also in the works at Midway. These guys must flexer sleep.

Acclaim has had some tough times, but the success of *Dark Discourse Hunter* shows that the company has the talent and drive to succeed, especially when they take the time to polish a game.



Mortal Kombat Mythologies

Although *Acclaim* probably won't show anything beyond *Q8 Club* and *Extreme*

Claw and *Claw 2*, it's worth noting that the undisclosed *Acclaim* games, *Claw* and next month's *Claw Watch*.

Konami's Q2 push at the show will include its introduction to *Superstar Soccer 64*, which will launch shortly thereafter, but they will also show

Legend of the Mystical Ninja/Godwin 5 and probably a version of *Yokai Oni D*. It's also possible that an untitled, licensed title will be announced at the show. Konami may also talk more about its 1996 lineup, which already includes *NBA in The Zone 98* and *Rattle Dancers*.

Mission Impossible from Ocean will have two to three playable stages ready by E3. That indicates that the game's mechanics and at least some of its complex AI are ready to roll. Chances are this much-anticipated title is rounding the bend, but it won't be foisted for another

Mission Impossible



month or two. Expect to see it released sometime to create the holiday shopping season, so development in Japan may not seem to be a high priority, so don't expect another until next year. Ocean may have a few other surprises to announce that aren't revealed yet.

Games like *Claw* and *Crystal Dragon* is suddenly a game in which to consider. It's also a game instead of some serious programming and gaming bugs. Don't expect it to be released the year in which

it's much more likely that *Whit* and *Whit* will be released and *Whit* will be released to the public. By the way we've had a look at a new version of *Whit* and found it quite possible.

Whit will show *Whit* 64 to the

press and readers at E3, but it won't be on the floor. They want to make everyone feel special. As for the game, it's in the verge of completion. The most recent ver-



Crystal Dragon



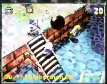
Claws of Power 64

tion's played at Nintendo Power had all the graphic effects, eyes, and animated backgrounds. Only the front end and some confined movement. We estimate a possible release date will fall in August. It's quite likely that in N64 game room, Nintendo and Shiny Entertainment will be showcasing at least four sessions at E3, and the rest will go to worm armies.

Another game I've seen at E3, Aero Soccer, which will be a 3D football game, is another example of a player's impression. The CD-ROM and Realtime Entertainment will be showcasing a 3D football game, another example of a player's impression.



The ball game along some shots of the show, which began at E3, and which is being played in a 3D game. With a 3D graphic style.



and in open, 3D-style game design, this is one worth watching. Hudson Soft will probably show off Super Gribbleman

6. We've seen the current version and the what we see so far. Dual Horus may also make the trip to E3, along with three sports games and a shooter. GT Interactive will concentrate on Hudson, which should be released just prior to the show, and Duke Nukem 3D, just up on its list of N64 releases. The console returned stuck in their endless development for now. Video's promise of a playable Freak Boy may be possible, but it may appear only in a 3D demonstration form for an afternoon. We aren't talking a single 3D game, or more of the line.

At E3, Space Station Silicon Graphics probably a good way out, too, even though we've seen some impressive glimpses from DMA Design. The game's developer, Titan has hinted at the possibility of a 3D game.

Superman's success at E3, the show will be with the 3D game, going to E3, and bring a 3D game into the show. Now that's that.

At E3, the first time, Nintendo's Eagle Eye has taken a 3D direction and Kenji has provided a 3D shot at Twisted Edge Snowboarder, now in development at the 3D Studio. Hudson will show some 3D game, and the show will be in the 3D game.



in early 1996. Even though the demo shot was taken off the high end of the polygon count of the boarder is realistic for the N64, and we've seen some other 3D games. We've not seen any 3D game, and this is the only one ready to see the 3D game. It is just the beginning.



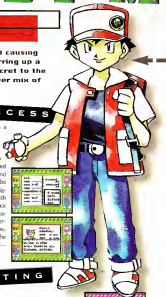
POCKET M

POCKET MONSTERS INVADE JAPANESE GAME MARKET!

Rather than destroying major cities and causing general chaos, Pocket Monsters are stirring up a frenzy among Japanese gamers. The secret to the monsters' phenomenal success is a clever mix of collectibility and game play.

MONSTROUS SUCCESS

Pocket Monsters began its life as a modest-selling RPG by Nintendo for the Game Boy, but after it was featured in its own comic series, it quickly morphed into a huge pop phenom. Now the Poke-Mon (pronounced "poh-kay-mon," short for Pocket Monsters) phenomenon in Japan must be seen to be believed. Poke-Mon players can purchase figures, stamps, puzzles, trading cards, plush dolls, keychains, collectible card and dice games and even snack foods featuring creatures from the game. While all the hype certainly has a lot to do with the game's success, many industry watchers believe that it is the central theme of the game itself—collecting—that has fans so fired up.



Pocket Monsters follows the adventures of a young monster hunter as he tries to capture 150 different creatures for his collection.



THE ART OF COLLECTING

No matter if you're 9 or 90, no matter if it's toys or fine ceramics, collecting is big fun and big business in Japan. Pocket Monsters tapped into this vein by making collecting a large part of the game play. Besides the usual task of saving the world from would-be conquerors, players can find, capture and combat more than 150 monsters during their adventures. Nintendo even produced two versions of the game, Pocket Monsters Red and Pocket Monsters Green. Both featured the same game and the same monsters, but the creatures that were common in one version might have been rare in the other, making for very different play experiences.



After Red and Green came a third version, Blue. Total sales have topped 35 million units!

MONSTERS

THE ART OF THE DEAL

YOU



You begin the game with one monster, given to you by your mentor, Professor Okido, who just happens to be the world's foremost authority on Pocket Monsters.

Along with your "starter" creature, any monsters you capture are recorded in your Picture Book, which lists the monster's names, species, natural habitats, abilities and so on. As your monsters grow and take on new characteristics, their pictures and stats also change. Taking the collecting aspect even further, players are able to trade monsters between two Paks using the Game Link cable. If your friend has found, say, a Chrysalis monster that you need, and you've found a Fairy monster that he needs, you can link your Game Boys together and swap creatures. In fact, some traded monsters develop much more quickly than monsters you capture on your own, encouraging players to trade as much as possible. If two Game Paks are linked, a Game Link Club appears next to the other shops in the game. Players can then enter the club, sit down and hammer out a deal. Of course, you do have a chance to look over a monster's stats before you sign on the dotted line.

EXCHANGE



The GameLink Club appears only when you've connected to another Game Boy with another Pocket Monsters Pak.



You can laugh as much as you like, and you can't be forced to accept a bad deal.

GAME LINK

RIVAL

THE ART OF WAR



Your main weapons in your fight against evil are, of course, your monsters, but they must be trained properly to face the challenges before them. As in most RPGs, your Pocket Monsters gain experience points and learn new skills through combat. Besides battling random monsters you encounter in your own game, you can also challenge another player's monsters through the Game Link. You can have up to six monsters in your active party, and they enter a match one at a time. If one monster is defeated, the next one in line takes over. If you capture a new monster as the result of a battle, but your party is already full, the new monster will be automatically recorded in your Picture Book and placed in your creature reserves.



Some types of monsters are natural enemies. Players must account for specific advantages and weaknesses when choosing monsters for a battle.



CREATURE FEATURES

Once a monster is in your care, you must train and guide it carefully as it grows and gains experience. Besides developing monsters for use in the game itself, many players groom their monsters to make them attractive to potential traders. What is a common monster for one player may be the find of the century for another.

POKE-MON EVOLUTION

Unlike the characters you find in most RPGs, Pocket Monsters don't change automatically once they've collected enough experience points to move to the next level in their development. You choose when they change, and as they mature, you must decide what kinds of skills and abilities they will have. Because a creature's development is not set in stone, your Kanto (Kanto) monster, for example, may turn out quite differently from another player's.

Get EXP.

Professor Gladio shows you three Poké-Mon species. You choose your first monster from among them.



Young monsters are nothing special at first, but as time goes on, they can learn different attacks and gain the ability to use items and healing potions during combat.



When it matures into an adult, your monster will stop learning, but it will still be able to increase the power of its attacks.

MAD SCIENTISTS AGAIN?



While many players have focused solely on capturing, cataloging and training monsters, there is still a central plot in this game for them to deal with, if they wish. As the hero, your ambition is to become the greatest Poké-Mon hunter/trainer the world has ever seen. The trouble is you're constantly being interrupted by the evil doings of the notorious Rocket Society, an infamous league of mad scientists, would-be dictators and generally nasty types bent on conquering the world: it's your job to gather up a team of Poké-Monsters to battle the Rocket Society and put an end to their nefarious schemes.



Your battles with the Rocket Society take you all across the country itself, giving you a chance to recruit many different kinds of monsters.



POCKET MONSTERS

RIVAL HUNTERS



If the Rival Society weren't enough, you'll also challenge or be challenged by eight other monster hunters, your rivals for the title of World's Greatest Poké-Man Trainer.

Each trainer breeds and trains specific types of creatures, and you won't be able to complete your Picture Book without battling them and their monstrous charges. Once a trainer is defeated, you'll earn a badge to place in your Picture Book. These badges will increase your monster's offensive and defensive ratings by a substantial margin.

Your chief rival for the top spot (and the first opponent you face) is Tobias, Professor Okada's arrogant but clever grandson. It's up to you to scout out the types of monsters your rival has and field a team designed to beat them.



Monster training hangs out at their local Poké-Man Gyms.



Badges help your monsters make the most of their strengths, but they can't make up for poor training.



ALERT! POKE-MON READYING TO INVADE NORTH AMERICA!



Pocket Monster fever shows no sign of breaking; indeed, it seems to be heating up a few degrees more. More Poké-Man merchandise is being released every day, and a new animated show is drawing 40% of the TV audience during its time slot, a respectable number for any show, much less one based on a video game.

Having sold over 3.5 million Pocket Monsters Game Paks to date (the mail-order-only Blue version sold 610,000 units alone!), it's no surprise that Nintendo is planning to release Gold and Silver versions of Pocket Monsters 2 in Japan this fall. So amidst all this hoopla, are their plans for Pocket Monsters to invade these shores? You bet! Pocket Monsters G4 has been announced for the market, and while there has been no word yet on English versions of the Game Boy games, we'll all have a chance to catch monster fever soon enough!



BLAST CORPUS

EPISODE TWO: THE GATHERING STORM

THE STORY SO FAR: A defective nuclear reactor crisscrosses the country, leaking radiation. The only hope of avoiding setting off a catastrophic explosion rests with Blast Corps, an elite team of high-tech demolition experts. Even with the most unique vehicles and technology available, can Blast Corps succeed in guiding the runaway carrier to a safe deactivation site in time?

**Blast Corps
Headquarters.**

LONG
WELL IF THAT
CYCLOPS SUIT
IS ALL CLARK
DESIGNED IT TO
BE SHALL
WE-Y

HAVE
YOU REACHED
THE PRISON
YES, WE'RE

**Revised Military
Detention Center.**

ROGER THAT, BOSS. IF THE
CYCLOPS SUIT'S ALARM SENSORS
ARE CORRECT, PROFESSOR
WASH SHOULD BE ON THE
OTHER SIDE OF THIS WALL--
HEART MURMUR AND ALL.

IF WE WANT TO STOP THAT
RUNAWAY NUCLEAR CARRIER,
SOMEONE IT TAKES A CENTER
OUT OF SOME UNUSPECTED
GUY, WE'VE GOT TO GET
WASH OUT OF HERE.
PRIORITY.

LOOKING
AT THE CARRIER'S
PROGRESS CROSS
COUNTRY, TO SAY
SOMEONE WIKES IT
GONNA WITH THAT.

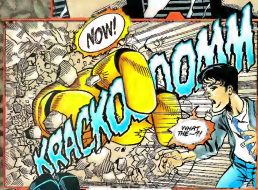
I HEARD
YOU, CLARK, AND I'M
ON IT. I SHALL GOAT BEHAVE
CO. BARKER THROU WASH
IN JAIL TO COVER HIS OWN
FAT BUTT.



COL. BAKER
IS A VERY COURAGEOUS
AND POWERFUL MAN.
YES, THE GOOD COLONEL
HAS HIS OWN AGENDA,
AND I'M GOING TO DO
EVERYTHING I CAN TO
FIND OUT WHAT IT IS--IF
HE'S SURVIVING THIS
MESS.

NOW
BACK TO THE
LIBERATION OF PROFESSOR
NASH. REMEMBER, YES, OH,
WE HAVE TO MAKE THIS
LOOK LIKE AN ACCIDENT
OF NATURE.

JUST
HAD A NICE
FLASH OF LIGHTNING,
AND IF I
REMEMBER AN
EXACT METEOROLOGICAL
WE SHOULD HAVE
SOME THUNDER
RIGHT ABOUT...



AMBER, SENT
MR. PROFESSOR NASH.
WE HAVE A SITUATION
WITH AN UNSTABLE
RUMOROUS NUCLEAR CHARGER,
AND WE COULD USE
YOUR HELP!

WHY NOT?
I WAS GETTING
BORED ANYWAY,
BRING
ON THE RUBBLE!



THE FURY
OF NATURE,
NATURE, WHEEED?
THIS PRISONER
BOT?

I DON'T
KNOW,
BUT WE'D
BETTER LET
COL. BAKER
KNOW,
NOW!



YES, WE DID IT! WONDER HOW BEEBEE WILL FEEL ABOUT LOSING HIS GOAT-SOFT



WE CAN WORRY ABOUT THAT LATER, ON TO THE NEXT CRISIS...

OUR SOURCES HAVE SPOT THE RUNAWAY TRUCKETT MILES FROM ELKSDALE, NEVADA, AND THEY SAY IT LOOKS TO BE IN REAL BAD SHAPE THAT MEANS THE HORIZONTAL CONTAINER ON THE AUTO-PILOT MAY BE ON THE PRINCE AS WELL, WHICH MEANS THE CARRIER MAY NOT STICK TO HIS PREPROGRAMMED ROUTE, FACT THAT STEELS DANGER, GEE WHAT I MEANT?



WE SHOULD CHECK WITH SPIKE TO SEE HOW THE TEAM IS DOING IN ELKSDALE.

HOME SAYS TO TALK TO ONE, DO YOU COPY, SPIKE?



YEAH, WHAT'S UP, ANYWAY I'M PRETTY BUSY, NOW IF YOU HAVEN'T FIGURED IT OUT



SCREW
FOR THE
INTERUPTION.
JUST WANTED
TO SEE HOW
THE WORK IS
PROGRESSING
AND IF THE
MACHINES
ARE HOLDING
UP.

CRASH!
SMASH!
BACKLASH!



...AND THE MACHINES
ARE PERFORMING LIKE
A DREAM!



...AND IT DON'T
LOOK GOOD!



HOME
BASE, IT LOOKS
LIKE THE GAMERS
AUTOPILOT IS OUT OF
WHACK. THERE'S NO
TELLIN' WHERE THIS
ROUNN' A-BOMB
IS GOIN' TO
END UP!



WE WERE
AFRAID OF THIS,
WASRE IS THE
VEHICLE BEHAVIN'
NOW!



IT JUMPED
THE CURB AND IS
HEADING STRAIGHT FOR
SOME LUNCH AT MARYMAY'S!
IF THOSE MISSILES GET
SCATTERED ENOUGH TO
DETONATE, IT'S SICKEN-
ING TO US ALL!



WE
COULD GUESS
USE A
TRICKLE
ABOUT NOW

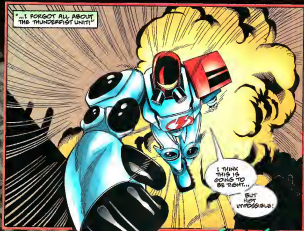


LOOKS
LIKE GUESS THE
SITUATION, GUY, LET
ME SEE WHAT I
CAN
DO!

WELL,
I'LL
BE...



"...I FORGOT ALL ABOUT
THE THUNDERPILOT UNIT!"



SKRASSSSSS!





CREDITS

Written by Tim Salewski
Pencilled by Pop Mui
Inked by Nathan Morrison
Colored by Jeffrey Lee
Lettered by Ken Branstetter
Edited by Maloney Crawford
Chastwick

<http://www.dfcorm.com/>

Black Corps comic serialization
produced by Dark Horse
Comics, Inc.

Based on an original story by
Lough Levinsky

"WERE IN LUCK FOR A CHANGE.
THE TRANSPORT WAS NEAR
TO A DESERTED TOWN IN '86
ARIZONA DESERT.

"THE TOWN IS CALLED 'JUMBLES
GRUICH,' AND IT'S JUST A
SHOBT TOWN FOR
WELL OVER TEN YEARS. THAT
WOULD BE THE PERFECT PLACE
TO SHUT DOWN THOSE BOMBS.

"WE CAN'T RISK THE
TRANSPORT GETTING
CLOGGED TO A POPULATED
AREA. CAN THE BLUNT
CORPS COUNT ON YOUR
HELP WITH THIS MISSION,
PROFESSOR?"

"LIKE I SAID TO
WESLEY EARLIER...
BOMBS ON THE
MARCH."

NO!

"IT'S
COMING...
THE
DREAMS
SAY IT'S
GOING
SOON!"

"PLANS
AND
SURE
ARE
COMING
TO
JUMBLES
GRUICH...
DEATH
AND
PAIN."

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SUPER MARIO 64

Collected 101 coins in 8 1/2 hours (Volume 52)

Player (Age)	Time (H:M:S)
Josh Anderson	DeWitt Lakes, MN
Seah Baurlein	Carlsbad, NM
Gregory Bartholomew	Tampa, FL
Scott Brown	Tracy, CA
Zach Burt	Covington, PA
Will Callen	Woodbury, NY
Michael Casazza	Grand Prairie, TX
Jessica Casanova	Madison, CA
Jonathan Clark	Palmdale, CA
Andrew Connolly	San Jose, CA
Michael Cooney	Levittown, NY
Deeey Dingman	Beltsville, MN
Joe Doherty	Bridgewater, MA
Chris Eales	Belleville, AR
Taylor Forrest	Harrisburg, PA
Ned Fene	Richland, WA
Wesley Foster	Mengato, TX
Shane Gantz	Grand Haven, MI
Rhys Goodson	Victoria, TX
Chris Gray	Rockville, IL
Richard Griffith	Richland, OH
Scott E. Eric Hoffmann	San Valley, CA
Kenneth Hertzok	West Johnston, OH
Jason Kasecha	Kingston, PA
Kevin Kibler	Toronto, NY
Ken Kaufman	Clostrick, NJ
Matthew Lewis	Oakdale, FL
Vince Little	Kennel, MI
Bruce Longoria	New Braunfels, TX
Paul Lopez	Dallas, TX
James MacDonald	Wichitama, NY
Grant Martin	Quincy, VT
Garrett Matthews	O'Fallon, IL
Gregory Mathews	New Hartford, CT
Dustin Nelson	Tampa, FL
Adam Naylor	Pittsburg, PA
Walter Norvane	Crowley, LA
Charlie Ng	Oakland, CA
Christian Palvin	Newport, PQ
Tyler Reynolds	Richland Springs, TX
Nathan Ragg	Montgomery, AL
Dusty Roberts	Hannatan, OH
Joe Semelko	Mechanicsville, NY
Luke Schirmer	Mechanicsville, NY
Benny Sears	Oklahoma City, OK
Nick Sepa	Hollywood, FL
Trey Sherman	Galveston, TX
Adrian Sepic	Kalamazoo, MI
Jeffrey Sepia	Calgary, AB
Michael Selzer	Europe, CO
Jonathan Szwed	Wilmington, PA
Andy Taylor	Crown Point, IN
Stephen Truman	Grand Rapids, MI
Geoff Tuttle	Tomball, TX
Eric Vargas	Salina, KS
Robert Wickell	Wichita, WA

Jacky Williams
Dustin Noto
Aronio Zampato
David Zick

Corcoran, NY
Lord Of Laleg, FL
Lynnwood, NJ
Louisville, MO

Mike 'Kacade
West Devon
Toby Cole
Zach Lutz

Mayfield, NY
West Palm Beach, FL
Mooresville, NC
Northwood, OH

25
26
27
28

Clayton Adams
Kevin Pesch
Waukegan, WA
Cockeysville, MD

WAVE RACE 64

Best Times for Three Tides around Southton Island (Volume 54)

Player	Time
Tonyay Yader	1:14.489
M. Delgado	1:21.489
M. Ashworth	1:23.489
A. Wolfshoer	1:27.489
David Houshok	1:27.487
Ryan Howell	1:27.332
Dan Britton	1:27.339
Barry Corbin	1:27.339
Carson Bill	1:27.370
Scott Young	1:27.552
Ork Van	1:28.263
Syomo Morison	1:28.324
Jonathan Calica	1:28.352
John Rogan	1:28.489
Chris Schwaben	1:28.489

WAYNE GRETZKY'S 3-D HOCKEY

Best goals in a 20 minute period against the computer (Volume 94)

Player	Goals
Colin Yeable	42
James Reinhardt	43
Michael Grote	46
Sam Harris	60
Ty Berns	64
John Otto	67
Steve Thornton	71
Todd Brechler	74
Brendan Maroon	80
Pierre Camille	79
Stef Frensch	76
Dan Moore	70
Tom Moore	77
Adam Vancil	77
David Milano	77
Troy Combs	76
Joseph Bengros	76
Ashburn Carter	76
Chris Trivick	76
Josh Haxel	76
Yasane Akrost	75
Joe Tiano	75
Garlen Bennett	74
Bruce Cope	74
Michael Galt	73
Max Anderson	73
Stephen Burt	72
Adam Hollander	72
Patrick Orin	72
Adam Falkner	72
Doug Smolk	72

SUPER MARIO 64

Top Times on the Princess's Side (Volume 51)

Player	Time
Michael Enabator	0:56.00
Eric Daykin	0:56.00
B. Robinson	0:56.00
Aaron Bauer	0:56.00
John Balano	0:56.00
Will Fogarty	0:56.10
Ryan Becken	0:56.10
John Cronner	0:56.10
Justin Green	0:56.10
Jose Gomez	0:56.10
Ben Newmeyer	0:56.10
Charles Brown	0:56.20
John Coach	0:56.20
Jason Fortis	0:56.20
Jonathan Hill	0:56.20
Tony Terrikal	0:56.20
Will Byron	0:56.20
Nathan Chaffin	0:56.30
Scott Gaudin	0:56.30
Whitney Gentry	0:56.30
Michael Gyengo	0:56.30
Tim Jorinsky	0:56.30
Edy Lane	0:56.30
Larry Marsh	0:56.30
Josh Pevant	0:56.30
David Redburn	0:56.30
Mike Richter	0:56.30
M. Suberland	0:56.30
Mark Wazek	0:56.30
Steve Blank	0:56.40
Shane Gerza	0:56.40
Jonathan Loken	0:56.40
Tyler Wilson	0:56.40
Mark West	0:56.40
Nathan Ragg	0:56.40
Jeffrey Stemer	0:56.40
Rich Smith	0:56.40
J. Tschernner	0:56.40
Carley Torres	0:56.40
Emilio Romel	0:56.40
Kenye Wong	0:56.40
C. Wilson	0:56.40
Russio Bledson	0:56.30
David Busby	0:56.30
Jonathan Scheffer	0:56.40
Chris Hone	0:56.70
Vince Dudson	0:56.80
Matt LeVick	0:56.90

Write your name, address and Member Number on the back of your photo. Challenge in this hour may be received no later than August 10, 1997. The top qualifier receives Super Prince Stamps.

Include your Super NES in the photo of your high score. Dim the lights and take a few photos without a flash if you're taking a photo of a Game Boy, place it on a flat surface.

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PO BOX 33023
REDMOND, WA 98073-8223

Player's Poll—Volume 98

Entering this month's Player's Poll Contest is a piece of cake! Just answer these questions, send the card to us, and you could win some delicious prizes. How's that for a sweet deal!

Check out the list on page 100, then write down the numbers for your five favorite games in order of preference, with your top choice first.

- A. Super NES 1 ____ 2 ____ 3 ____ 4 ____ 5 ____
B. Game Boy 1 ____ 2 ____ 3 ____ 4 ____ 5 ____
C. Nintendo 64 1 ____ 2 ____ 3 ____ 4 ____ 5 ____

D. Which five products are you most interested in playing?
1 ____ 2 ____ 3 ____ 4 ____ 5 ____

E. How old are you?
1 Under 6 2 6-11 3 12-14 4 15-17 5 18-24 6 25 or older

F. Sex
1. Male 2. Female

G. What do you most like to read in Nintendo Power?

1. Strategies 2. News/Rumors 3. Technical Studies/Interviews
4. Readers' Input (like Arena or polls) 5. Contests

H. What do you least like to read in Nintendo Power?

1. Strategies 2. News/Rumors 3. Technical Studies/Interviews
4. Readers' Input (like Arena or polls) 5. Contests

I. In our strategy reviews should we reveal how to beat the final boss?

1. Yes 2. No

Name _____

Address _____

City _____ State/Prov _____ Zip/Postal Code _____

Age _____

MR | M | F | T | TH | F | S | S | | | | | | | | | | | |

Gender (draw your name in the matching box)

Telephone No. _____

J. Is it O.K. for a strategy review of a single game to be spread out over multiple issues?

1. No, cover the entire game in one issue 2. Yes, up to two issues is fine
3. Yes, even three or four parts is okay

How much do the following influence you to buy a game?

	very much	somehat	moderately	not at all
K. game previews	1	2	3	4
L. strategy reviews	1	2	3	4
M. ratings charts	1	2	3	4
N. www.nintendo.com	1	2	3	4
O. game rental	1	2	3	4
P. advertisements	1	2	3	4
Q. store displays	1	2	3	4
R. friends	1	2	3	4

Take us to school! Write the name of the book for which you're writing a new Danny Meyer and Steve Paulsen review.

Author: _____

Mail in your card now, and keep your fingers crossed!

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Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

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SCORCH

THE COMPETITION

This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Player's Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the broozy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:

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5 Winners

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- Clay Fighter 63 1/4 **BOXERS!**



3rd Prize

50 Winners

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HOW DO I GET PAST THE JUNKYARD GUN PODS?

The Junkyard Gun Pods are devastating when you play the game on Hard or Jedi Level. Especially if you're trying to collect the sixth challenge point, which appears just before you arrive at the second covered grain in the stage. Luckily, there is a safe spot. Stand in the center of the flatbed car and kneel down. If you're crouching in the middle of the car, all the pods will shoot over your head and barely miss you.



The Gun Pods near the sixth challenge point in the Junkyard are tough to beat, especially when you're playing the game on Hard or Jedi Level.



If you stand in the center of the flatbed car and kneel down, all of the gun pods will shoot over you. This won't work in all areas.

?

HOW DO I DEFEAT THE AT-ST WALKER IN ECHO BASE?

?

As soon as you can move, run directly behind the AT-ST Walker. The Walker can never hurt you if you stay behind it. Since your blaster won't damage the heavy armor on the AT-ST's feet, shoot the AT-ST repeatedly

in the back of the control cabin to damage it. The Walker flashes as it takes damage. Some gamers can't figure out how to point their blaster up at the cubes. Hold the Z Button and move the Control Stick until you're pointing up at

the back of the AT-ST Walker. Shoot once or twice, then chase the Walker. If you can't line up for a clean shot, keep running behind the Walker until you see an opportunity. The AT-ST explodes when its damage meter reaches zero.



You're fired Wampa man! If you stand in front of the AT-ST, Play it safe and keep running behind it.



Damage the Walker by shooting in the back. Jump up to hit it in the air of the main fuselage.



Hold the Z Button and Move your Control Stick until your blaster is pointing at your target.



▶ TUROK: DINOSAUR HUNTER



HOW DO I DEFEAT THE CARS IN THE ANCIENT CITY?

The two Armored Cars in the Ancient City Arena leave their tread marks on the backs of more than a few gamers. You'll fight the cars one at a time. Dodge the car's missiles by running behind the vehicle, then return fire with your best weapons. The cars will flush when you hit them. Since you can't outrun the cars, keep your distance and move along the perimeter of the arena so you have time to react when they shoot at you.



Be a target! The Armored Cars will only fire their missiles at a target in front of them.



You'll have more time to react and avoid damage if you remain along the edge of the Arena.

?

WHERE IS THE WARP ZONE IN TREETOP VILLAGE?

?

The Warp Zone is in the lake in the Treetop Village. Look for a secret cove near the save point. This hidden area does not show up on your auto-

map feature, but you can find a watery passage leading to it if you swim along the left wall after you leave the save point. Swim through the passage backwards

until the waterfall near the save point fades from view. If you stop and tread water long enough, the Warp Zone will appear directly beneath your feet.



This hidden cove is off your auto-map. Follow the left wall from the save point at the lake.



Swim to the waterfall, then backtrack through the passage until you can't see it anymore.



It will take some patience, but if you're treading water in the right spot, you'll see the Warp Zone.

?

WHERE IS THE GRENADE LAUNCHER?

?

The Grenade Launcher is in The Ruins. From the beginning of Level 4, swim through the water and follow the left wall. Dive down until you reach the under-

water cave with the teleporter. Teleport and work your way to the next checkpoint. Leap from platform to platform until you reach some vines. Clamber up the vines

and follow the trail to a tree. Face the tree and make a running leap to the tiny platform across the ravine. If you make the leap, you'll get the Grenade Launcher.



From the start of Level 4, dive into the water and follow the left wall to the underwater cave.



From the checkpoint, leap from platform to platform if you see these vines on a rock wall.



Climb the vines and follow the trail to a tree. Leap across the ravine and climb the launcher.



SHAUN O'NEIL

▶ SUPER MARIO 64



HOW DO I GET TO WING MARIO OVER THE RAINBOW?

You can't find this secret course until you have the key to the third floor and you've collected at least 50 stars. You'll earn the key when you defeat Bowser in the Fire Sea. On the left hand side of the giant clock you'll find a large square opening in the wall. Enter the corridor and drop down the hole. To complete this course, you'll need to use your Wing Cap to collect all eight Red Coins in the level.



You'll need 50 Stars and the key to the third floor to find the Wing Mario Over The Rainbow course.



Look for the opening on the left side of the clock, then drop inside the hole and enter the course.

?

HOW DO I GET THE FOURTH STAR IN TALL, TALL MOUNTAIN?

?

Many players see a cave as they start Tall, Tall Mountain, but few figure out how to get to the entrance and collect the stage's fourth star. Follow the

path up the edge of the mountain until you reach a log. Roll the log to the left and continue up the path until you reach the waterfall. After you make this jump across the

gap next to the waterfall, you'll find a string of five twirling yellow coins. If you jump into the wall next to the coins, you'll land on the ledge in front of the cave.



You can collect another star if you figure out how to reach this small opening in Tall, Tall Mountain.



After jumping past the waterfall, leap into the wall next to the fourth twirling coin in the path.



Once inside the cave, you can slide along the slick covers floor until you reach the star.

?

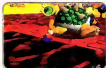
HOW DO I DEFEAT BOWSER IN THE FIRE SEA?

?

You can fling Bowser into a bomb when you don't have to throw him too far, so try to lunge him towards a bomb on the edge of the battlefield. As

Bowser starts to jump, run to the opposite end of the platform. This precautionary move keeps you from sliding into the lava. Bowser always stops to catch his breath

after running at you. This is when you want to grab him by the tail and throw him into a bomb. Bowser surrenders the Third Floor key when you blast him three times.



It's easy to fling Bowser into a bomb if you don't have to throw him too far. Lunge him next to a bomb.



Don't get burned! Run to the opposite side of the battlefield when Bowser leaps into the air.



Bowser is a little out of shape. Grab his tail whenever he stops to catch his breath.



▶ OPERATION C



HOW DO I GET EXTRA LIVES?

You'll earn a bonus life when you score 20,000 points and you'll accrue an additional life each time you raise your score by 30,000 points. The best way to earn extra lives is to stand in a corridor where enemies are charging onto the screen and blast away by holding down the B Button. The higher the point value of the enemy, the sooner you'll pick up the lives you need to continue your mission.



Every level in Operation C has at least one corridor where unlimited enemies will charge at you.



Hold down the B Button and blast away until you have enough lives to finish the game.

?

HOW DO I DEFEAT THE ALIEN SPIDER?

?

There's a secret safe spot inside the Alien Spider's chamber in Stage Four. As the fight begins, walk down to the bottom of the chamber, then all the

way to the left. Take one or two steps up and start firing. If you're standing in the correct location, the spider's laser bolts will shoot out in a diamond pattern and

barely miss your head. Keep firing at the stampeding baby spiders. Each time you destroy a baby spider, you'll weaken the Alien Spider and eventually destroy her.



The Alien Spider's minions and lasers make Stage Four a tough fight, but luckily there's a safe spot.



Stand in this exact location and the lasers can't hit you. Now take aim at the charging spiders.



You don't have to hit the Alien Spider directly. She takes damage when you destroy a baby spider.



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\$4.99 per minute. Delivery order by mail (additional charges may apply).



NBA HANG TIME

- Q: How do I save the player I just created?
- A: Plug in a Controller Pak before you turn your NBA on or it won't save your player.
- Q: Can't break in backboard?
- A: Not in the game. (Can you do it in real life?)
- Q: How much time do I need for a fast second start?
- A: You must have full a scoreboard on the clock.

STREET FIGHTER ALPHA 2

- Q: Is Akuma's Boon-Killer Combo in the game?
- A: Yes, but the move is now called the Raging Demon Combo.
- Q: Why does Dan sometimes flash when I special in Dragon Punches?
- A: Dan will flash if you perform a Dragon Punch perfectly.

CASPER

- Q: Hey! This door won't open!
- A: If you hear a buzzing sound when you try to open the door, you're already completed that room. If not, make sure Casper is oriented directly in front of the door.
- Q: I missed a piece in a puzzle room! Where can I get it?
- A: If you placed a puzzle piece incorrectly, you can press the Select Button to retreat the room.

Disney's HERCULES

Disney's latest cartoon hit is Greek mythology's brawniest hero and Game Boy's newest pint-sized powerhouse. Labor with the strong man as we toil through the adventure's nine levels to go from "Zero to Hero."



© 1997 THE WALT DISNEY

The Isle of Idris



It's the stuff that myths are made of: Hercules, a man equal with god-like strength, discovers that he's actually the son of Zeus, Mr. Lightning Bolt's favorite, however, so before Hep, can join the gods on Mount Olympus, he'll have to prove himself by overcoming the ultimate workout of near-impossible labors. Accompanied by the wise and helpful Pholochus (a bit slippy away from their ankles), Hercules undertakes his odyssey, first training on the Isle of Idris to beat the snakes, scorpions, and other pests.

The Journey to Thebes

Fully trained as a warrior, Hercules saddles Pegasus to fly back to Thebes. Of course, Hades has other plans for the hero—The underworld's undertaker has unleashed winged beasts and lightning to down Hercules. To ride off into the sunset, snag the powerful Fire Sword at the first ledge after the pillbox-like ledge.



When to get right if you want to keep the World's Strongest Man? Snag the Fire Sword and keep you fit, so you'll be your health by getting the juicy fish that spring out of the water.

The River Bank

Trekking through Centaur Woods, Hercules always the hero, awakens a Wooded's Cry for help. To rescue his beloved, the woodbeet creatures by wielding your sword just before they attack. Since Hubs always has blade back before he jabs, it will take an extra moment to connect.

When you approach the other monsters, they stop the Hubs and you'll attack the strikes and then there is rubble when you place the them with your sword.



The Centaur



Step on your sword a few steps more from the centaur and swing, it will only hit him with your sword. When he dies, you will see the way to his and cut the way that led to it.

The Valley of Hydra

Embarrassed to stay in a place where the village scoff at his outlawed heroics, Hercules wanders into the Hydra's lair. With help from the map on the right, guide the crystal ball hero through the labyrinth to meet the Hydra and find redemption.



Early on, when Hercules stomps on the smaller sections of the cavern floor, he can pass the shaky ground and break on through to the other side to forge deeper into the Valley of the Hydra.

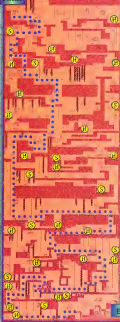
The Hydra



As you get the Hydra into a place through the right wall of the cavern. What you should do is get the Hydra with your sword. The Hydra will then be in a place that you can see it. You can see it in a place that you can see it.

HEALTH **H** SHIELD **S**
HERCULES PATH ●●●●●

START



END

The Stympalian Lake

After Hercules saves his half brother, Hecuba's music sweeps Thetis as the mighty mortal's heroism entrances the entire city. To further test his courage, Hercules sets off for Stymphalia, where he must exterminate the countless birds that plague the town. Once he's cleaned out the eggs, the town's wall will lower and Hige can move on to bravely wrestle with fierce snakes and skeletons.



The Lost Land of Medusa

With heroic come endowments and marching songs. In honor of Hercules, enterprising villagers convert the sports drink, Hérculede 4, the muscle man's on his last legs, replenish his health with Hérculede—a foreign will keep you fit to fight your way to Medusa.



The low passageways are hard to find, so use the blue circles and arrows over the pits to efficiently navigate the maze.

Medusa

Medusa's maddening bolts through you with her eye-launching gaze. To avert the gaze, avoid eye contact. What? Not looking? She sure looks good from a distance, but she'll chop any child's snake-like



The Labyrinth of Crete

Hercules' next labor is to defeat the Minotaur that's locked inside the spirals of the Labyrinth of Crete. Compositing the task into even more of a hecuba challenge are the dizzying mazes and its cast of skeleton and 0196wz games.



Minotaur

The Minotaur awaits its match when Hercules glows from red to green just how fierce the Crete has when the raging bull no less you slash at it with your sword. The Minotaur will bulldoze body you again by stampeding, so keep your sword swinging.



Phil may be a weaselly, but when he tells you to let the minotaur go, he's not kidding. If you enter the decrees that have not been allowing them, you'll be on the right track to reaching the Minotaur at the maze's end. If you don't give a hand and take a wrong turn, it's best to keep your map.

The Cyclops

To free Meg from Hades, Héro agreed to give up his powers for a day. Hades took advantage of the deal by unleashing the stalkers, destroy Thebes and the gods. With Jason, Pegasus nevertheless tries to save the city from the skeletons and Cyclops, and he soon finds that a hero isn't measured by the size of his strength, but by the strength of his heart.



Hercules runs for the size of gods, but he can't walk on air. Jumping is the open end, by extending a platform. When you climb to the top of the door.

Cyclops

The little Cyclops apparently compares you to the size of gods, but he's not charging his weapons until he makes contact. Switch his stance as quickly as possible into the platform. When the sword is lit, stop down and move. A handy attack by switching your sword at his vulnerable side.



HEALTH

SHIELD

HERCULES PATH

The Battle of Olympus

Hercules has strength to risk to free the gods on Mount Olympus. As he gallops Pegasus to the summit, he'll battle there with a stormy assault of winged buddies and Tornado Gods. Be sure to hang on to your Fire Sword, because while Héro's riding Pegasus, the blade can launch fireballs.



Swiftly Pegasus through the skies to dodge the bolts of lightning that rip through the clouds. To avoid getting struck, catch the shields that rain from the sky.

Tornado Gods

The Tornado Gods most to follow the horses. The faster you go, the more they'll follow you, but the pressure to travel only forward. Never towards the eyes of the storm, or else the winds will blow you away.



CLASSIFIED INFORMATION

0426 6211 4342 0680

MEMBER IDENTIFICATION #

STAR WARS SHADOWS OF THE EMPIRE

A Nintendo Power Exclusive!

Nintendo Power just obtained ultra-secret codes for Star Wars Shadows of the Empire (rights from the developers at Lucas Arts). These codes allow you to control an AT-ST, an Imperial snowtrooper, and even a wampa! To use these codes, you must enter "Wampa-Snowtrooper" as your name at the beginning of the game. The dashes are spaces, and there are two spaces between Wampa and Snowtrooper. Will you banish the dark side and fight for the Empire, or will you stand with the Rebels against evil? It's up to you!

Drive An AT-ST

To drive an AT-ST in the Battle of Hoth, play through the battle until the AT-STs appear. Press Left on the Control Pad (not the Control Stick) and the right C Button simultaneously and then press Up on the pad. Now press right C to scroll through the game views. The over-the-shoulder view of your snowspeeder will be replaced with an over-the-shoulder view of an AT-ST! Use the Control Pad to steer and press Up on the pad to fire. The aim direction is WEST's direction in a general way, but it will fire at anything that crosses its line of sight. In the meantime, your snowspeeder will keep flying. You can still steer it with the Control Stick, but you won't know where it's going.



You can shoot at other Imperial vehicles, but they will shoot back!



Your Control Stick must be on the default settings for all of these codes to work.



NINTENDO POWER EXCLUSIVE

Become a Wampa

To become a wampa, you must be playing at least on the Medium difficulty level. In the Escape From Echo Base stage, press Left on the Control Pad and the right C Button simultaneously and then press Up on the pad. Use the right C Button to switch between Dash and the wampa. As a wampa, press Left, Right and Up on the Control Pad to move and press Down to swipe at enemies.



You can't open the wampa cage from the inside. Someone else will have to do it.



The wampa is slow, but it's also very powerful!

Become a Snowtrooper

To become a snowtrooper in Echo Base, press Right on the Control Pad and the right C Button simultaneously and then press Up on the pad. Once again, use the right C Button to switch views. As a trooper, press Left, Right and Up on the Control Pad to move and press Down to fire your blaster.



The health and laser power meters are for Gung, not the snowtrooper.



Once you take over a trooper, he won't hurt itself, even if you switch back.

WAR GODS

Multiple Cheats

This code activates a Cheat menu on the Options screen. Turn on your N64, and when the words "Midway Presents War Gods" appear, press Right, Right, Right, E, B, A and A. Available cheats include a handicap option, a stage select, a timer option and an Easy Fatality mode. In Easy Fatality mode, all Fatalities are executed with the same control sequence: High Punch, Low Punch, High Kick and Low Kick.



If the code is entered correctly, the screen will flash.



In Easy Fatality mode, you must still stand at the proper range for each lethality.

GLADIATORS

Features Menu

To access the Features menu appear on the Options screen, enter T7JL8DFW6FGVIV6 as your password. This menu gives you the following cheats: Warp (using this stage select cheat is the only way to reach Levels 23-27), Invulnerability, Weapons (all weapons and full ammo), Health Boost and Map Everything (shows all the areas and most of the secrets of the level displayed).



The Password menu also appears if you get all the keys in Level 32 (Secret).



Activate Health Boost and Weapons whenever you need a quick refill.

MARIO KART 64

Super Shortcuts

Rev up your engines and set new track records with some of the best shortcuts in Mario Kart 64! The D.K.'s Jungle Parkway and Kalimari Desert shortcuts are available only on the first and second laps of a race, and the Kalimari Desert shortcut is available in the Grand Prix and Vs. modes only. There are tons more tricks and expert strategies in the official Mario Kart 64 Player's Guide, written by the pros here at Nintendo Power. This is a hot book, so you'd better scoop up a copy, if you haven't already!

Jungle, Pt. 1

On your first or second lap of D.K.'s Jungle Parkway, turn around at the Starting line and head into the cave. Once inside, head toward the wall just to the left of the exit. Jump just before you hit.



Jungle, Pt. 2

Angle a bit to the left on your lap. If you see just right, you'll fall into a dark tunnel. Lakitu will pick you up. If he brings you back to the cave, head through the Flash lap to advance to the next lap!



Kalimari Desert

If you have a Super Star, turn left at the second coin crossing. Activate the star just before you enter the tunnel. In the tunnel, you'll advance to the next lap. At the exit, turn left to get back on the track.



Rainbow Road

Don't use a Rocket Boost off the Starting line. Steer left and aim yourself at the red at about a 90-degree angle. Jump the red around the third yellow tile. If you're back, you'll land on the track below.



Pinot Wings 64

Coast to Coast and Day to Night

If you'd like a quick change of scenery in *Pinot Wings*, strap on your jet pack and give these warps a try. If you're using a coast-to-coast warp for the first time, you must start out on the East Coast. Once the warp is open, you can fly through it from either end as often as you like. These warps can be used with the jet pack only.

New York City to San Francisco



In NYC, find a green building with a ground-level door. Fly inside to see an M4 logo.



Fly through the building and out the other door. You'll emerge in San Francisco!

Miami to Seattle



In the Florida area, look for a house with an open door. Fly right inside.



Now turn around and come right back out. You'll be in beautiful Seattle, Washington!

Day to Night



On Mickey Island, follow the door beneath the castle. Go to the end and bump the gate.



If you have a time, turn around and exit the zone. Day will have turned into starry night.

FIFA 64

Rah, Rah, Rah!

Here are a couple of codes that will help keep your team's spirits up and your opponents' in the dumps. To pound a drum or blow an air horn, press any of the C Buttons after your team scores a goal. To boo the opposing team at any time, press any direction on the Control Pad.



You can play the drum or the horn from the time you score until the next kickoff!



The Boo Code can be used only once per quarter, so save it for a strategic moment.

Super Mario 64

Cap In Hand

This trick allows Mario to fly with two caps, one on his head and one in his hand. In Course 8 (Shifting Sand Land), let yourself be attacked by the big bird. Don't pick up your cap. Stand next to the palm tree near the pond to warp to the Cannon. Warp back and forth a few times. Now head to the two-story stone building near the entrance to this course. Somersault or triple-jump on to the top of it. Hit the Red Exclamation Block to get the Wing Cap. Fly back to your original cap and pick it up. Triple-jump to take off again.



This trick can be done at any time after you've picked up the first star in this course.



You only watch Mario as he flies around, holding his Wing Cap. Yippie!

CLASSIFIED INFORMATION

SUPER MARIO BROS. 2

Easy Game and Demo Game

This recently re-released classic has players clamoring for codes once again. To play an "easy" game, press Start and then Select on the Title screen. To play on the demo screen, press and hold Up, Select and B on the Title screen.



With the easy game, you can choose any save file.



The demo game will freeze up after a single or so.

PAC-MAN

Full Screen

To get a better view of this re-released gem, press Left or Right on the Title screen until a "1/2" symbol appears next to the "1 Player" option. Now press Start.



Press Left or Right on the Title screen to make a "1/2" symbol appear.



Start your game as normal. The player field will now take up the entire screen.

Street Fighter Alpha 2

Twin Fighters (Player Vs. Computer)

To commemorate the re-release of the game that ignited the street fighting craze, here's a code that pits a World Warrior against a computer-controlled twin. First label all the fighters as F1, F2, F3 and so on. F2 will be the one duplicated. Start a match as F1 and let yourself lose. Continue as F2 and lose again. Now continue as F3, but press Start on Controller 2 as the match begins. You'll go back to the Player Select screen. With Controller 2, select F4. Allow F3 to win the match. Continue the game through the next four matches, allowing F3 to defeat F5 through F8. Continue the game again. With Controller 2, select F2. Once the match begins, do not fight at all, and let the timer run out in each round. When the match ends, continue the game with Controller 1 and select F2. The next match will be between F2 and F2!



Label all the fighters, from F1 through F8.



If the first match is F1 vs. F2, reset your game and start over.



If this trick is executed properly, F2 will end up in a match against an "evil" twin!



If you win the match, the game may continue as through the "Boss" stages.

Experts, shrewsperb! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Wipe up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, OR
98073-9733





Another fast action classic for the N64.

Nintendo's *Star Fox 64* breaks new ground by delivering a bone-jarring, breathless, space combat adventure that lings on the edge of disaster from Comeria to Venom. Mr. Miyamoto has said that this game includes everything he wanted to put into the original *Star Fox* for the Super NES but was limited by the technology. One of those innovations is the use of animated cinematics, scenes with speaking characters. Many characters in the game give you information and involve you with the story so that you feel as if you're in the



middle of the action. Even more immediate is the sensation of being hit by enemy fire when the Rumble Pak accessory shakes the controller. One Rumble Pak is included with the game and the feedback really is impressive. (We were skeptical at first, but now we never play without the Rumble.) At the heart of the action is a brilliant 3-D flying and driving engine. Your control of the Awing space fighter, Landmaster tank and Blue-Marine sub makes other shooters seem clunky in comparison. The action may take many directions since your path to Venom can be along one of many routes that link the 15 mission locations in the Lyllit System. For a break from the serious business of saving the universe, you and three friends can plug in for head-to-head duels in two combat arenas. No one will accuse *Star Fox 64* of being just another shooter. Enter the battle this month in our Power review.



-  Excellent graphics and play control. Incredibly immersive Rumble Pak rumbles.
-  No stage-view function.



INTERNATIONAL SUPERSTAR SOCCER 64

KONAMI



- 1 Six 4-player club exclusively
- 1 International team
- 1 Create the Pk list (only Japan)
- 1 Control outside

The world's game comes to North America in style.

Quite possibly the best sports video game ever made, Konami's International Superstar Soccer 64 has received rave reviews from Japan to Europe, where players take their soccer very seriously. It's not that ISS 64 looks so much better than other 3-D sports games, which just goes to prove the graphics aren't everything. This game simply out-plays the competition. The interface between on-screen player animations and your controller is so intuitive that you immediately feel as if you're a part of the game. Players react intelligently to your commands and actions, just as they would in a real soccer match. The North American version of the game includes international teams and an English announcer. Other than

in a real soccer match. The North American version of the game includes international teams and an English announcer. Other than that, this is still very much the 1 League Perfect Striker game of which you've heard so much praise from the staff at Nintendo Power. Soccer and sports fans of every stripe shouldn't miss this game. It's one for the record books.



- Excellent, intuitive game play and control. Some of the best AI in any sports game. Synchronous play-by-play.
- Real player names not used. Number of special moves is limited.

11/10/95 PICKS

DARK RIFT

YU. TOKI



- 1 For 2-player club exclusively
- 1 11 Fighters
- 1 No Create-the-Pk option
- 1 2 Evolutions

Big weapons and wonton destruction. Dark Rift delivers the goods.

Yu. Toki's first N64 title has the look of a thought-out design. The design team at Kronos did great things with the animation, lighting and backgrounds, plus the moves are creative and exciting. The game takes the form of a pretty standard 3-D tournament fighter, but includes weapons and variations on the traditional controller set up that makes it both easier and harder to play. The A and B Buttons control specials and distance or projectile moves while the C Button controls locks and punches, which often make use of weapons as part of the lock or punch. Unfortunately, activating some specials seems to be more a matter of luck than skill because the controls are overly finicky. Perhaps



the most interesting innovation in Dark Rift is the form of the AI. Computer opponents recognize repeated moves and react intelligently to defeat or counter them. You may not notice this scary ability in the first rung or two of the tournament ladder, but pretty soon you'll find that a one-dimensional attack strategy will be met with brutal force. You have to mix things up and be inventive. As for the characters, they range from human to very alien, and they all look cool, as do the fighting arena backgrounds. This month, Nintendo Power goes inside the Rift to help you come out the other side as a winner.

- Great animation and cool moves
- Play control seems unwork.

11/10/95 PICKS



Mighty Hercules finds a home on Game Boy.



The seven labors of Hercules were cute compared to this. Well, maybe not cute, but THQ's Game Boy action pak based on this summer's Disney animated feature will require some heroic effort on the part of would-be champions. Hercules wields

one of several swords of light lame-knuckled as the gods intended. One song in the

file, as are some of the characters, but the adventure here is pretty standard side-scrolling action. His journey takes him to dangerous stages where he encounters such villains of the ancient world as Medusa and Centaurs and Gorgons. Oh my! No, this isn't Kamax, and you'll wonder if it's really ancient Greece when you catch sight of such items as Hercules' sports water bottle, which is used to heal up the hero. What were the developers thinking that Homer had an endorsement contract with Gatorade! But silly items aside, Hercules provides some action-packed



ecstasy if not epic adventure. Turn to this month's Power review to see more of Hercules.

- + Fun theme. Move tunes.
- Poor hit detection leads to unnecessary damage. Some very short stages. Slow animation.

Pro's Pick



The biggest bass in the lake is back!

Believe it or not, Super Black Bass ranks as one of the most consistent top-selling Super NES games of all time. For years, this fishing simulation ranked in the top 20. What's so special about Super Black Bass? There's quite a bit of strategy to catching lots of bass. Your selection of lures and locations on the lake, depending on the weather conditions and time of day, can greatly influence the quality of your catch. The mechanics of fighting the fish also makes intuitive sense, unlike some other bass games. Finally, the realistic graphics allow you to see the fish in the water, which helps build up excitement. If you're an angler, but you want to enjoy the sport from the comfort of your own home, you can't go wrong with this catch.



- + Good graphics and play control. More involving than you might think.
- Landing fish is more challenging than it initially is, and it takes an unrealistic amount of time.

Pro's Pick



Whodunit? Clue, that's who.

The popular board game of murder most foul showed up on the Super NES about five years ago, but the classic game of Clue never goes out of season: With the release of this game from Majesco, players can take on the identity of Miss Scarlet, Professor Plum, Colonel Mustard, Mrs. Peacock and all the other usual suspects. Your goals in Clue are to figure out who killed Mr. Body, what weapon was used, and where the homicid act took



place. If you guess correctly, give yourself a sleuthful pat on the back. As in the Super NES version of Monopoly, the chief benefit of playing the game on your TV is that you don't have a mess to clean up, you can play even when you're alone, and you won't run out of those pesky clue sheets. The problem is that it's actually a slower game than the old, primitive board version. An even bigger problem arises if you are playing with more than one person when you have to look at your cards on the screen. You just can't improve on some things.

- ⊕ One player games are possible using computer players.
- ⊖ It's still more fun using the original board game. You can't hide your cards from other players. Slower than the board game.

Pro's Picks

- SP Scott—Sports, Simulations, Adventures
- HS Henry—Fighting, Action, Sports
- DS Dan—Action, Adventure, Puzzles

If you like the same types of games as our pro players, then check for his or her seal of approval.

- TR Terry—RPGs, Simulations, Puzzles
- FS Paul—Fighting, Sports, Simulations
- LS Leslie—RPGs, Simulations, Adventures

Graphics & Sound

Play Control

Challenge

Theme & Fun

Power Meter

The Power Meter ratings are derived from pro evaluations using a five-point scale, with five being the highest score possible for a category.

Super NES MONOPOLY
Revised Edition / Released by Majesco / 1 Player / 1

Current Board Game: Monopoly Board
Play Time: 0:00
Challenge: 0
Hosts Left: 1

1 to 4 players alternating | No save feature | Computer players | Originally released in 1932 | ESRB: E | Rating: 1-1

Who says there's no such thing as Free Parking?

Parker Bros' classic board game first appeared on the Super NES back in 1992. Thanks to Majesco, the game will reappear this summer for a substantially lower price. One to eight players can join in, taking alternating turns with the controller to manipulate their pieces, buy property, make deals with other players, and use cards. Perhaps the best part of this game is the instant set-up option that lets you begin play with properties, improvements and money already distributed. The other primary benefit is that you can play against up to seven computer players.



- ⊕ One player games possible
- ⊖ Slower and more involved than board play with multiple players. Poor menu selection.

Pro's Picks

ESRB Ratings

These Entertainment Software Ratings Board icons reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3772.



Games that were released prior to the commencement of the ratings system are designated NR.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

There's plenty of news and new views leading up to E3. This month's Pak Watch focuses on N64 titles that will be introduced at the show, plus new Super NES and Game Boy games. Don't miss either Bond game or the latest on Griffey for Game Boy.



JAMES BOND 007

Cold War breaks and James Bond fans will have a second treat this fall when Nintendo releases James Bond 007 for Game Boy. Rare Ltd. is developing this adventure/thriller for Nintendo and is taking extraordinary measures to



ensure that the game is released in September. (One of those measures is that the game won't be shown at E3.) The early version that arrived at Pak Watch contained just one interior and one exterior area. The game theme is based on general Bondisms rather than a single film like GoldenEye. Bond's missions for Her Majesty's Secret Service take place in exterior and interior areas featuring overhead perspectives similar to those found in The Legend of Zelda: Link's Awakening. The upshot is that players won't know what to expect or which characters will appear.



JAMES BOND 007™

JAMES, HE HERE
WRONG ABOUT

GOLDENEYE

W

hat a difference a few months can make. As good as this game was when we previewed it in the February, Vol. 53 issue of Power, that is nothing com-

pared to the game that Rare recently sent to us. GoldenEye is suddenly so cool that nothing in the first-person action category even comes close to it. The level of graphic detail is totally stunning, the mission areas are vast, the animation is more realistic than anything, to date, and the music, well, when you put Rare and a

classic hit like the Bond theme together, you get chills down your spine. All this sounds like hype, but when you see GoldenEye for yourself, you'll never want to settle

for anything less. You can move in for a close-up and the surfaces are remarkably smooth. In some areas, you can see far into the distance without the pervasive fog that typically hides the polygon peeping in most games. But good

looks aside, the biggest news in GoldenEye is that it isn't just a shooter anymore. Each mission has numerous requirements and options. Bond uses

a whole array of gadgets and weapons in scenes based on the movie, but not limited to it. The coolest part of the new GoldenEye is the multi-player options which will rewrite the way game developers

create 'tilt 'n' seek games. One to four players will find themselves choosing from a variety of Bond characters. The matches themselves have different

rules, such as the Man With the Golden Gun in which you have the golden gun and one bullet is all you need, or You Only Live Twice, in which play-

ers have just two lives. You get the idea. GoldenEye is loaded and ready to explode on the scene in August.

OHSSS

03 Agent James Bond
Nassir T. Arkangelik
Part 1: Down

BACKGROUND:

MIB has confirmed the existence of a secret chemical warfare facility at the Arkangelik Dam, USSR. Its heavily guarded location and workings are a threat for another reason. Nerve gas produced there has been turning up in the kinds of health centers along the water and drink with immediate results have been observed. This facility should be destroyed without prejudice.



Weapon: Turn right. Turn for your shot.



TETRISPHERE

It would be a good thing to come, to those who wait. In the case of Tetrisphere, that time out to be possible. Tetrisphere seems to have been

in development for some time, although it's actually only been about two years in the making. Konami's Tetris Sphere is the big brother game from the world of Tetris, and it's a very different experience from the classic.



thanks to the development team at H2O. At the heart of this puzzle is a sphere composed of layers of Tetris-like blocks that you try to knock off using similarly shaped blocks. Beneath all the layers of pieces is a little guy trying to escape from the

sphere; that's in the Konami Mode, which is the Pak Witch favorite. The other mode

includes a mind-bending Magic Mode, a VS mode so that you can share your mind with other players, and a VS mode, which is a weird mishmash of a game, Time Trial Mode and VS. CPU, for when you want to share your frustrations but nobody is around. Once

you understand the basic mechanics of these six games, which are explained in a training option, then it's your productive life goodbye. You'll be spinning the sphere, looking for block matches and combo possibilities that will wipe out big chunks of the sphere all at once. If you get Magic items, you can blow away huge chunks with a well-aimed rocket. Frankly, we were a little surprised to get this hooked on Tetrisphere. Give it a chance and we think you'll be surprised, too. Nintendo saw great in releasing Tetrisphere by the end of July, so the long wait is nearly over.



DUKE NUKEM 64

GT

Interactive's Duke Nukem 64, in development at Jamming, showed up at the Pak Witch desk with lots of fan power and hype. One of the best-selling PC shooters of recent years, Duke Nukem is famous for its over-the-top, big guns and constant action. Although its perspective and enemies are Doom-like, the setting is Duke Nukem's old-school version of an earth city and the character of Duke has more spunk than the space marine in Doom. For one thing, you can jump or duck down. There's more interaction with the environment, as well. For instance, wall switches may operate movie projectors or a crate on the street may actually be a doorway to the ledge of a building where you can climb

through an open window. Our early version of Duke had all weapons activated, including a high-powered flame thrower and a rocket launcher. The weapons in these screen shots, however, are just place-holders for the final, rendered guns yet to come. According to GT Interactive, Duke Nukem 64 should be available this fall.



KEN GRIFFEY JR. PRESENTS MLB

Game Boy gets an upgraded, updated, updated. Ken Griffey Jr. baseball game for release next month. The game features



both MLB and MLBPA licenses, so you'll get the real teams, including the two new expansion teams, plus all the real, Major League players. You'll also get 100 new ballparks

updates during the season and saved with the game's history. In addition to all that, you can trade players to create your own all-star lineup. In seasonal play, the program



NEW! Source Extra

PUBLISHER - Nintendo
DEVELOPER - Software Creations
MEMORY SIZE - 4 Megabits
LICENSES - MLB, MLBPA, Ken Griffey Jr.
SPECIAL - Full star tracking

also have included inter-league games in the schedule, as well. This means packed every megabit pack, and it's just the right size to take out to the ballpark.



MISCHIEF MAKERS

Even fans can mark this September as the release date of Mischief Makers in North America. Nintendo of America will publish the action title known as Go, Go Troublemakers in Japan. The Japanese version of the



will be added to the game, as well. Troublemakers looks 3-D due to its rich, pre-rendered graphics, but the action is primarily 2-D in nature, more like Donkey Kong Country. On the other hand, there's a lot more to



N64 game has already been completed while the North American game is being translated. English dialogue

the action than simply jumping, running and beating up on badies. Marlow, the robotic hero of the game, interacts with characters throughout the six levels. Marlow uses a unique grab and shove technique to defeat his enemies.



TONIC TROUBLE

Ubi Soft's N64 adventure game finally has a name—Tonic Trouble. It's all about a friendly alien named Ed who drops a tonic can on Earth by mistake then must retrieve the offending item. Of course, the effects of the can's contents on Earth are profound, in effect turning everything upside down, (even worse, a guy named Grogh the Hellish is trying to make use of the chaos to take over the world). Ed moves through 3-D stages full of enemies and traps, which should give the game a definite platform feel but with more of a Marioesque exploration and puzzle-solving emphasis than a side-scroller. The cartoon-like graphics add to the lighthearted feel of the game and the quality, as seen in these rendered images, is top

notch. Ubi Soft says that the actual N64 screens are nearly as detailed. We can't wait to see for ourselves. As for completion, Ubi Soft plans on a spring 1998 release date, so Tonic Trouble is still a long way away.



AERO GAUGE

Aero Gauge, an F-Zero-like racer from ASCII in Japan, has been announced and the early screen shots look pretty cool. With five hover cars that can blaze above the futuristic tracks at hundreds of miles per hour, the game has potential to leave some of the other racing competition in the dust, but that competition is getting tougher every day. For more on that race, check out the N64 Preview special in this month's Power.

TETRIS PLUS

If you think all of the puzzle action will soon be happening on the N64 with Tetrisphere, think again. A new Tetris is on the way for Game Boy. In Tetris Plus, players will find that they aren't alone when trying to make all those tetroids disappear. There's a little guy known as the Professor who stands on the highest block on the screen. Understandably, the Professor gets a little nervous when you let the blocks stack up. The real twist comes when you play the two-player version and your opponent tries to drop blocks on your Prof. Tetris Plus also includes 100 puzzles. Players can even create their own puzzles and save up to ten of them, then let their friends try to figure them out.

SINGLETRAC

A new 3-D game developer has entered the N64 fray with big plans. Singletrac, based in Salt Lake City, once programmed elaborate military simulations. In recent years, however, they have been making a reputation in the gaming world with such hits as Twisted Metal and TM2 for the PlayStation. Singletrac already has several proposed projects for the N64, but won't announce just what they are until it has a publisher for the games.

WARIO LAND 2

Wario will return to Game Boy this fall in Wario Land 2 from Nintendo. According to the developers at Nintendo in Japan, in this game Wario can't die. They said games in which characters die can become repetitious when players have to start over at the beginning of a stage. A ghost foot might squash Wario, though, which could slow him down. But in spite of his immortality, Wario is still having comical problems. It seems that someone is trying to

prove the programmers wrong about the no die concept. Wherever he goes, Wario runs into cunning traps and obstacles. The object of the game will be to get past the road-blocks and figure out who is behind the attempted Wario-kill. The one other change is that Wario won't transform in this game. Expect to see more about Wario 2 in the next few months, then look for it at retail by the end of the year.



MORE SUPER NES

Long-suffering Super NES players have more reasons to be thankful now that Nintendo of America has announced a full schedule of Super NES titles including new titles and rereleased Player's Choice games. The two games announced so far are Arkanoid: Doh It Again and Space Invaders. Arkanoid was originally developed by Taito and released in Japan, but it never made it to our shores. It features action puzzle play in which players bounce balls off of paddles while trying to knock off blocks. Space Invaders is similar to the Super Game Boy game of the same name, but it includes a two-player option. It is based on the arcade hit in which you blast advancing aliens. The Player's Choice series of games will include F-Zero, Super Metroid and Tetris/Dr. Mario—three of the best games ever produced for the Super NES.

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SUPER SPORTS

Not to be outdone by Nintendo, THQ will continue the EA Sports franchise for the Super NES this fall with versions of Madden NFL '98, NBA Live '98 and NHL '98, all this in addition to Brunswick World Tournament of Champions. The latest versions will include updated rosters and other tweaks, but no revolutionary changes to the game engines themselves are expected. THQ reports that this will be the final year for Super NES versions of these games, so collectors and sports fans should make a note of it. Madden NFL '98 will appear this fall and the other games should be ready after the new year. Brunswick will be released by the end of the summer.

SPOTLIGHT AWARDS

The Computer Game Developers' Association awarded Nintendo several awards at their recent annual conference. Nintendo 64 won first place for best new technology and Super Mario 64 won two first place awards: one for best use of innovative technology and one for best console game of the year. This was the first year that the CGDA included console games in the awards along with computer games.

HOT CANADIAN SUMMER

Nintendo of Canada will host events and gaming centers in many of Canada's major cities this summer. Here's a rundown of where you'll find the fun. The Power Zone at Playland in Vancouver will be open seven days a week from June 26 until August 14. The site features over 30 interactive game stations and N64 challenges. In Montreal, visitors to La Ronde can experience an even bigger environment at the MegaDome Nintendo featuring over 40 Nintendo 64's, plus Super NES and Game Boy game stations. There's also a 40 foot high screen where 16 players can compete at one time. From May 25th through September 1st, the MegaDome Nintendo is open daily with contests and competitions. In addition to the permanent sites listed above, the Nintendo 64 Van will be touring around Ontario and Quebec participating in a number of concerts, fairs, and special events throughout the summer starting June 7th. During the events, visitors will have the opportunity to compete in a number of different contests for a chance to win all kinds of great prizes. Best of all, visiting each Nintendo site is free.



RELEASE FORECAST



645J0-KR ZOOIE	FALL '97
910 FRENK'S	FALL '97
800Y HONVEST	FALL '97
CONKER'S QUEST	FALL '97
DUKE SUKEM 94	FALL '97
EDITHOUBO 84	SPRING '98
F-1 POLE POSITIONS	FALL '97
F-ZERO 84	WINTER '98
FRENK 90Y	WINTER '98
GOLBENEYE	SUMMER '97
JEDPHODY!	WINTER '98
LAMOROSHI 84	FALL '97
MACE 84	WINTER '98
NR JOE LEAGUE 84SERILL	
FEATURING KEH BIFFEY JR.	FALL '97
MISCHIEF MAKERS	FALL '97
MISIOS, IMPOSSIBLE	FALL '97
MOSTAL KONBAT MYTHOLOGIES	FALL '97
MULTI PRICING CHAMPIONSHIP	SUMMER '97
98A IN THE ZONE '98	WINTER '98
9FL OUBSTERBROCK CLUB '98	FALL '97
ROBOTECH, CRYSTAL DREAM	FALL '97
9390T908 84	SUMMER '97
DUARL	WINTER '98
88N FNACISCO HUN	FALL '97
SILICOS WILLEY	FALL '97
SPRICE CIRCUS	FALL '97
STR 3 FOX 84	SUMMER '97
SUPER BOMBERM8S 84	FALL '97
TETRAPIRME	SUMMER '97
TONIC TROUBLE	WINTER '98
TOP CERN HALLY	FALL '97
WHEEL OF FORTUNE	WINTER '98
WCM VS. 9WD, WOHLO TOUR	FALL '97
UNSERL	WINTER '98
YOSHIO IOLR 90 84	FALL '97
ZELOR 84	SPRING '98



BRUNSWICK'S WORLD	SUMMER '97
TOURNAMENT OF CHAMPIONS	FALL '97
WOODEN NFL '98	FALL '97
YARDS & PUDDING	WINTER '98
9RL '98	WINTER '98
988 LIVE '98	



DORKEY KODC LR80 3	FALL '97
KE8 BIFFEY JR. PRESENTS MLO	SUMMER '97
WRIO LR90 2	FALL '97
	VOLUME 98



FOX MCCLOUD

Personal Data

Son of ace star pilot, James McCloud. Leader of the Star Fox team, the renowned mercenary squadron founded by his famous father. Fox possesses not only his father's incredible piloting skills, but his profound sense of justice, as well. Fox has dedicated himself to defeating Andross and bringing the traitorous Pigma Dengar to justice.

Scouting Report

The Star Wolf team's ships are invulnerable to charged laser blasts, so go after them with regular lasers. When they approach from behind, pull a loop to turn the tables on them. Press the top C Button in All-Range mode to get a better view of the action.



ARRIVING

Vehicle Data

Length: 28 cm
Height: 5.5 cm
Maximum Speed: M 4.2 (in atmosphere)
Engine: NTD-FX1 plasma engine w/G-diffuser
Crew: 1
Armament: T&B-H1 laser cannon and Smart Bomb launcher

Piloting Tip

Press and hold A to charge up the laser. While charging, point the targeting cursor at an enemy to lock on to it. Tap A to fire. The charged laser will then home in on the target. The target lock also works with the Smart Bomb. If a target escapes off screen before it is destroyed, you will receive no hits.



FALCO LOMBARDI

Personal Data

Former head of a gang of space "hot rodders," Falco's piloting skills are second only to Fox's. He's often described as hot-headed and arrogant, but he is cool under fire and fiercely loyal to his teammates. If he could only curb his recklessness and his quick temper, he just might mature into an even better pilot than Fox.

Scouting Report

In Sector X, take the left-hand path to find the warp gates. Shoot each of the four gates until they turn red and open up. Fly through the gates to activate the warp mechanism. You'll pass through a hazardous "warp zone" before you enter Sector Z.



LANDMASTER

Vehicle Data

Length: 24 cm
Height: 8.5 cm
Maximum Speed: 267 km/h (using booster)
Armor:65 cm at front and rear, .45 cm at sides
Crew: 1
Armament: T&B-J2 laser cannon and Smart Bomb launcher

Piloting Tip

Tap the Z or R Button twice to roll to one side. Press and hold either button to fire one thruster continuously. Firing one thruster can help you climb sideways up steep inclines that you normally wouldn't be able to scale. Press and hold both buttons to fly for short distances.



PEPPY HARE

Personal Data

Peppy and James McCloud served together in the Cornerian military and were the founding members of the Star Fox team alongside Pigma Dengar. After Pigma betrayed the team and James was killed, Peppy declined the leadership role and urged Fox to take his father's place. Humble and wise, Peppy has been a second father to Fox.

Scouting Report

In Zebes, destroy all of the searchlights to avoid being detected. If the searchlights turn red, the enemy fleet will send out more patrols. If you're not detected and you defeat the Sarumarine base, you'll go on to Sector Z instead of Metella.



BLUE-MARINE

Vehicle Data

Length: 38.5 cm
Height: 7 cm
Maximum Speed:116 skt (using booster)
Maximum Dive: 2,000 cm
Crew: 4
Armament: Modified T&B-U3 laser cannon and torpedo launcher

Piloting Tip

When refueling, the Blue-Marine generates the same kind of protective force field that the Arriving does. The shield helps protect the sub from laser fire but not from solid objects. The Blue-Marine also has an unlimited supply of homing torpedoes. If things get crowded in the deep blue, press A, B and R continuously.



SLIPPY TOAD

Personal Data

A close friend of Fox McCloud's at the Cornerian Defense Academy, Slippy withdrew when Fox invited him to join the new Star Fox team. What Slippy lacks in piloting skills he makes up for in engineering expertise. He created the Blue-Marine attack sub with help from his father, Baltine Toad, Director of Engineering at Space Dynamics Co., Ltd.

Scouting Report

In Aquas, fire homing torpedoes to light up the darker areas of the stage. You have unlimited torpedoes, and you can direct torpedoes after they've been fired by shooting at and "tagging" a target with your lasers.



GREAT FOX

Vehicle Data

Length: 890 cm
Height: 375 cm
Maximum Speed: M 1.4 (in atmosphere)
Engines: MTD-FX9 plasma engine x3
Crew: 1+4
Armament: T&B-H5 hyper laser cannons x2

Piloting Tip

When ROB 64 tries to contact you, you'll hear a musical tone and see an icon flash at the top of the screen. Press the right C Button to answer his call. ROB will send a Supply Container to your location. Blast it open to reveal an item. Enemies often attack from behind as you try to collect these items.





FOX MC CLOUD



FALCO LOM BARDI



PEPPY HARE



SLIPPY TOAD



GOLDENEYE

How cool are you under fire? As cool as James Bond, secret agent 007? The ultimate spy action game for the N64 makes the movies look tame. Nintendo Power will take you to the front lines of intrigue and danger in a 16-page tactical mission plan. We expect you to live, Mr. Bond.

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

Next time you head out to the ballpark, pack Ken Griffey Jr.'s power in your Game Boy. The first mini-Griffey game contains some huge advances, like MLB and MLBPA licenses and full stat tracking.



Also Featuring.....

- ROBOTRON 84
- TETRIS PLUS
- BRUNSWICK WORLD T.O.C.

Multi Racing Championship

Ocean's rally racer rolls into the Nintendo Power showroom in August, ready for test driving. If you like fast, realistic N64 racing action, MRC delivers the thrills.



Tetrisphere



Enter a realm where only rocket scientists dare to tread and kick their academic posterior with a degree from Power U. in Tetrispherology.



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100 Best Games Ever
1. Super Mario Bros. (1985)
2. The Legend of Zelda (1986)
3. Super Mario Bros. 2 (1988)
4. Super Mario Bros. 3 (1988)
5. The Legend of Zelda: A Link's Awakening (1993)
6. Super Mario World (1990)
7. Super Mario Bros. (1985)
8. Super Mario Bros. 2 (1988)
9. Super Mario Bros. 3 (1988)
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107. Super Mario Bros. 3 (1988)
108. Super Mario World (1990)
109. Super Mario Bros. (1985)
110. Super Mario Bros. 2 (1988)

THE SCIENTIST ROUNDUP

You're stuck on earth until you destroy every building and find all the RDOs, survivors and the six scientists. You'd think the brassmats would be holed up in logical places, but they're not, so consult the red book if you need help locating them. Once you've met the scientists and fulfilled the objectives to win all the gold medals, your mission will switch to clearing a runway for the space shuttle.



URGENT TOWERS
Mean the black on the left rear of the large ledges facing to access the area. Walk down, hit the TNT to blast open the door, then drive the truck. At the Redbox, hit the red on top of the area.

TEMPEST CITY
Head right and blast the mid of the large ledges facing to expose a ramp. Up top, you'll find the antireflect behind the rock wall. Find the red on the top of the area.

ELIOTH CROSSING
Drive the ambulance they crash through the crossing and use your ground to get to the top of the area. Drive the truck back with the door and TNT. Drive the truck to the top of the area.

GLORY CROSSING
Drive the ambulance they crash through the crossing and use your ground to get to the top of the area. Drive the truck back with the door and TNT. Drive the truck to the top of the area.

IRONSTONE MINE
Show the right city until you find the Redbox. Do so to the area and use it to transport the door across the overpass. Open the black side and move the door through the area.

OYSTER HARBOR
Blow the bridge they crash through with the TNT you find at the end of the first large ramp. Set the third large ramp. Do so to the first large ramp.

SHUTTLE CLEAR



VENUS GOLD 3:20



MOON GOLD 4:00



MARS GOLD 5:00



MERCURY GOLD 1:20



NEPTUNE GOLD 1:40



TIME ATTACK & PLATINUM MEDALS

Only after you've won a gold medal in every area, you can go for the platinum. When you've swept up the gold, the game shifts to Time Attack mode, in which you reverse-track level in a race against time. Any master blaster should be able to clear the carrier's path or complete the bonus objective within the Time Attack's allotment. To beat the near-impossible platinum times, however, you'll have to be the fastest blaster.

- ANGEL CITY** TIME ATTACK 3:10 PLATINUM 1:55
To win a platinum medal, you'll have to be an ultra-efficient dump truck driver. Carefully time your runs and you'll be able to blast the Backlash as you can run straight through a building.
- ARGENT OAKS** TIME ATTACK 1:20 PLATINUM 0:28
Argent Oaks is an Angel City escape route you don't spend a lot of time on. You'll need a lot of speed and a lot of TNT to clear the area.
- BABOON CAYACOME** TIME ATTACK 2:00 PLATINUM 0:48
Like Oyster's first, you must navigate through a maze while driving fast and try to cut you off. Avoid getting trapped in the carrier area by exploring these right after wrapping from the money vehicles.
- BACKLASH** TIME ATTACK 6:00 PLATINUM 0:11
The platinum hit should have no trouble knocking down the three buildings in less than six minutes. Beating it takes a variety of challenges, but many rounds. Break the buildings to pop your truck.
- BEETON TRACKS** TIME ATTACK 2:40 PLATINUM 1:18
Side the rail in the station. Run across the overpass. Blast the door, glow down the white building, then pop the red in the picture. Move the door across the tracks, then drive the TNT into the station.
- BISON BRIDGE** TIME ATTACK 2:00 PLATINUM 1:07
Motor through in a Muscle Car to win the platinum. Unlike other vehicles, the speedy speedster won't slow down when you hit a road. After the first jump, go off course and reach the top of the mountain.
- BLACK-RIDGE WORKS** TIME ATTACK 1:00 PLATINUM 0:28
Back to back buildings, your way straight through this streamlined form. Some buildings of street the safe passage of the nuclear carrier, and while backside driving should easily bring them down.
- CARRICK POINT** TIME ATTACK 1:50 PLATINUM 0:38
Enter the Side Way to the right of the carrier's path to stock up on ammo for your jackhammer. Follow the dark rock roadway to cut the transport off at the pass, then begin your climbing rampage.
- COBALT SQUARE** TIME ATTACK 1:20 PLATINUM 0:56
Fire up the Fire Car or use to reach through Cobalt Square. Extremely sharp turn time the area, but both vehicles starting tight enough to overcome any corner without being control.
- COOLER TREEK** TIME ATTACK 2:50 PLATINUM 0:25
Race in the Muscle Car. Once you cross the bridge, turn right and speed across the rocky terrain. Over the area, use the top of the road, and turn a right, toward the trees back to the bridge for a shortcut.
- COVINGS PLUFF** TIME ATTACK 1:40 PLATINUM 0:46
The sixth-placed your best chance for winning the platinum. The vast tunnel is tight enough to keep the ledges the base. At the top of the hill, stay on the edge, then turn right, then the rest.
- CROMBLET COURT** TIME ATTACK 0:50 PLATINUM 0:22
After climbing to a building, the Thunderbolt will spring up and sweep its flat. As long as you hit it, it's still in a landing mode. If it misses, you'll have to aim it again.
- CRYSTAL LEFT** TIME ATTACK 2:30 PLATINUM 0:57
In Time Attack, you don't have to worry about falling holes with blocks—you only need to clear the buildings in the carrier area. Look for the Skyfall out of pits and off of ridges to collapse the buildings.
- DAgger PASS** TIME ATTACK 4:00 PLATINUM 0:50
Take a stab at a long platinum medal in Dagger Pass by destroying eight reds with the J-Bomb. Now at full force, then slide beneath you. As soon as one makes contact with you, rocket away.
- DARK HEARTLAND** TIME ATTACK 2:50 PLATINUM 0:44
Round the Ballista, fire directly at a building's side. Offensively, it takes only one shot that fires through the length of a ledges to obliterate it. For greater control of the cycle, hit the Z Button L. Unlike.
- DIAMOND STAIRS** TIME ATTACK 6:00 PLATINUM 2:35
Use the Backlash to raise the building the road. Crash goods at buildings before entering a tunnel to work in the other side of the tracks. Crash into the ledges to blow in the building adjacent to them.
- EBONY COAST** TIME ATTACK 2:00 PLATINUM 1:12
Blast the railroad back to go to the Redbox car and open the door off at the tracks. Blast the door along the track, then follow the road paved with RDOs to demolish the buildings in the danger zone.

- EBONY MARCHE** TIME ATTACK 3:00 PLATINUM 0:58
Blast the buildings, follow the tracks, and lead by the track. Once to the landing, then motor to the J-Bomb. Stomp more buildings, fly to the ledge, and to the area.
- EMBER HAMLET** TIME ATTACK 2:00 PLATINUM 0:40
Something rotten in the state of Ember Hamlet? Well, it will take some time to clear the town. The Cyclone Suit can do the job, so blast the house by the area.
- FALCHION FIELD** TIME ATTACK 1:00 PLATINUM 0:21
If you stomp out the six gas tanks in 21 seconds, then, you'll win a platinum medal. This is tight, so be sure only to the ground in the J-Bomb and familiarity yourself with the tracks' locations.
- GRIDE SQUARE** TIME ATTACK 2:30 PLATINUM 0:20
The J-Bomb training course challenges you to blast the 20-second off the sky to motor the spheres' whereabouts, to stay low and let them fly over your head.
- GIBSON'S GATE** TIME ATTACK 3:00 PLATINUM 1:15
Blast the gates and bomb, the maze of Gibson's Gate is larger than the money. It's a maze of gates you need to be as persistent as ever, so you'll need to find all 400 RDOs.
- GLASSBORO RANGE** TIME ATTACK 3:30 PLATINUM 1:33
Race the range in the American Dream or Custom Van. Now the rest of the course, you'll see a forked road and a lot of out.
- GLORY CROSSING** TIME ATTACK 1:00 PLATINUM 0:40
Mostly grassy and rocky terrain cover Glory Crossing. To split into a side from reds or paved areas, it's a side from these ledges.
- HAVOC DISTRICT** TIME ATTACK 2:50 PLATINUM 0:28
Zip along the trail of RDOs. At the end of the line, hop aboard the J-Bomb. If you drop into the center of their roofs, you'll be the most.
- IRONSTONE MINE** TIME ATTACK 2:00 PLATINUM 0:54
After sidestepping the eight buildings in the danger zone, zip up the quad that encloses the Thunderbolt. Hop aboard and clear the area.
- J-BOMBS** TIME ATTACK 8:00 PLATINUM 0:30
Given enough J-Bombs you can drop destruction from the sky. Use the J-Bomb Jet to save your J-Bomb out of all or most of a night.
- JADE PLATEAU** TIME ATTACK 2:00 PLATINUM 1:13
The Muscle Car is a speedy off-road vehicle, so take it for a spin right at the start through the concrete.
- KIPPLING PLAIN** TIME ATTACK 1:00 PLATINUM 0:12
In Kipling's urban jungle, back through the forest of buildings to destroy the obstacle. To cycle without bumping buildings. Stay in control by.
- LIZARD ISLAND** TIME ATTACK 3:00 PLATINUM 1:30
In this fast world, fly the J-Bomb to blast up reds and spheres. If located in the lava, you'll find your master, so take your rocket.
- MAOMA PEAK** TIME ATTACK 3:00 PLATINUM 1:00
Avoid the lava and crater walls and stomp out the reds, spheres and avoid the spheres. If you do so that they cast shadows on you, then.
- MARINE QUARTER** TIME ATTACK 1:30 PLATINUM 0:36
Head out on the highway in the Pelican Car or the Custom Van. To pop out making tight turns, as you can see, the ledges should really.
- MARS** TIME ATTACK 2:00 PLATINUM 1:50
You can't get some serious long time launching out of the trough. You can get into a sphere. Hit the Z Button to pop your car back.
- MERCURY** TIME ATTACK 3:30 PLATINUM 1:10
On Mercury, even the Backlash or Rambo's. Avoid hitting the reds into its jetting blocks. Also avoid flying off of the slope, since you.
- MICA PARK** TIME ATTACK 2:00 PLATINUM 0:30
While the Ballista runs things, it bounces backward, so hit Z to break pins a wheel, so wait until your front wheel lands before you fall.
- MOON** TIME ATTACK 6:00 PLATINUM 2:30
The first step is easier to control when it's in the air, rather than on the ground—you can control it through its landing and use an air.
- MORNING CHASE** TIME ATTACK 2:30 PLATINUM 1:01
Use the Muscle Car. After the first set of walls, lead the bank through the grassy area below. Drive parallel to the.

- MORGAN HALL** TIME ATTACK 1:30 PLATINUM 0:35
The buildings to the left of your starting point are right along the road, so use the slope to boost the Backlash through those reds. To demolish the other structures, push TNT crates up to their doorsteps.
- NEPTUNE** TIME ATTACK 2:00 PLATINUM 0:35
Neptune is sprinkled with mounds that launch your truck off a slow orbit. Restrict your course to the flat regions that are shaded in dark blue, either those regions that are shaded in pale blue.
- OBSIDIAN MILE** TIME ATTACK 2:30 PLATINUM 0:55
Obsidian Mile is Angel City revisited, but this time around, you're wearing the Cyclone Suit. You'll hit a lot of central as soon as you tumble past a building, so somewhat down the length of the turrets.
- ORION FLAZA** TIME ATTACK 2:00 PLATINUM 0:30
On the billiard table, you must blow the TNT into the pockets to blow up the cue sticks. The TNT becomes unstable once you trigger it, so move only one crate at a time or you'll get caught behind the right ball.
- OUTLAND FARM** TIME ATTACK 1:55 PLATINUM 1:00
Follow the trench lined with RDOs. When you reach the end, turn right to follow the road to the danger zone. Blast the Backlash with the TNT to clear the way. Blast the Backlash to clear the way.
- OYSTER HARBOR** TIME ATTACK 6:00 PLATINUM 2:18
To win in Time Attack mode, only the demolition of buildings is important. As long as you destroy the second door at each building before the carrier reaches the hole, you'll accomplish your mission.
- RAINE WASH** TIME ATTACK 6:00 PLATINUM 0:45
If you cornered, the J-Bomb to smash the beacons, you'll run the risk of racking into the ocean. Stay on the safe side by tapping the Z Button when you're hovering above a beacon to drop on top of your target.
- SALVAGE WHARF** TIME ATTACK 2:30 PLATINUM 0:27
Although the Ballista and Backlash are the faster vehicles, the sluggish Rambo is the faster demolisher. Blow through the crates and see for the center of the cluster to destroy with one shot at once.
- SHUTTLE CLEAR** TIME ATTACK 1:30 PLATINUM 0:34
The shuttle needs a runway fast, so don't let NASA down. The Backlash has to slow to move down a path, so take the left road and follow it to the TNT-berthing building. Detonate the facility to access the Thunderbolt.
- SHUTTLE GULLY** TIME ATTACK 1:00 PLATINUM 0:44
The Skyfall is at its most destructive when gravity gives it a boost. Drive off the path, edges and away from the heavy into the air. Lead it on top of the buildings to explode them into flames.
- SHREWIPE** TIME ATTACK 1:00 PLATINUM 0:13
The Sideshow's Jackhammer poured out the reds, so you'll have to be fully-extended, so stay in the red path to maximize their destructive power. At the yellow arrows, throw your punches at the buildings.
- SILVER JUNCTION** TIME ATTACK 3:00 PLATINUM 0:30
Twenty-five crates is one destruction by the hands of the Thunderbolt. It's easy to lose control of the robot when it enters a crate, so launch only to quickly reach a target, then walk over and stop at it.
- SIMIAN ACRES** TIME ATTACK 0:40 PLATINUM 0:14
Repeating the first level of Blast Corps should be a snap. Race down three reds beneath the bridge and follow through the town. You should be able to slow through the danger zone more go without stopping.
- SKEERIES** TIME ATTACK 3:00 PLATINUM 1:35
Get behind the wheel of the van or American Dream and take the shortcut after the bridge. If you change the camera angle, you can see a patch of dirt marking the entrance to a tunnel concealed by an illusory wall.
- SKYFALL** TIME ATTACK 1:00 PLATINUM 0:04
You have a few seconds to annihilate the four sides. To hit boost off the ridge and crash-land between two sides to destroy both in one blow. So on the way, you'll have to be on the back side of the ridge.
- SLICK SHEETS** TIME ATTACK 1:15 PLATINUM 0:40
If you lose it when a plane comes together, hop into the A-Team style van to win the platinum you've been searching for. At the flashing lights, set the first carrier by swerving left behind the apparatus.
- TEMPEST CITY** TIME ATTACK 1:00 PLATINUM 0:27
Aboard the Ballista, fire up a storm in Tempest City. Have a healthy supply of ammo, because you've got some buildings to demolish. Moreover, maneuver with agility. Slow, in this level, the Z Button won't act as a brake.
- THUNDERPIST** TIME ATTACK 3:00 PLATINUM 0:15
It's easy to overlook the key crates, but they count toward your goal. To keep the robot's demolition spree rolling, always have something nearby to destroy.
- TWILIGHT FOUNDRY** TIME ATTACK 1:30 PLATINUM 0:20
To quickly find the ES RDOs, saddle up on the Rambo's super suit's feet and as easily zip down any building that it's in your path. You can also blast two lines of RDOs to light up both structures simultaneously.
- VENUS** TIME ATTACK 4:40 PLATINUM 2:18
In this round of glottic clarity, we have to just the Backlash into 2:18 seconds. Sweep off the troughs and sleep. Getting the Rambo's to zip through your troughs with the force of a lightning bolt.

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